

MASTER OF
ORION
AD ASTRA



CORE GAME
RULEBOOK

OVERVIEW

Master of Orion: Ad Astra is a 4X game for 1 to 4 players. Players choose one of six unique races and become leaders of spacefaring empires. They colonize distant worlds, develop new technologies, build planetary infrastructure, and prepare for inevitable conflict. Through these actions they gather victory points, and the player with the most of these at the end of the game wins.

TABLE OF CONTENTS

1. Components.....	3	5. Other Rules.....	41
2. Basic Concepts.....	6	a) Pieces in Star Systems.....	41
3. Preparing the Game.....	11	i) Planetary Buildings.....	41
4. Playing the Game.....	18	ii) Orbital Buildings.....	41
a) Round Structure.....	18	iii) Units.....	42
i) Draft Phase.....	18	iv) Populations.....	42
ii) Action Phase.....	18	b) Diplomats.....	43
iii) End of the Round.....	20	i) Diplomat Pool.....	43
b) End of the Game.....	20	ii) Diplomat Abilities.....	43
i) Scoring.....	20	iii) Diplomats in Play.....	44
c) Free Actions.....	20	6. Component Details.....	45
i) Forced Labor.....	20	a) Empire Board.....	45
ii) Trade Deal.....	21	b) Resource Board.....	47
d) Standard Actions.....	22	c) Order Tracker.....	47
i) Flight.....	23	d) Star Tiles.....	48
ii) Attack.....	25	e) Planet Tiles.....	48
iii) Combat.....	26	f) Discovery Tiles.....	49
iv) Invasion.....	30	g) Tech Cards.....	50
v) Exploration.....	32	h) Anomaly Cards.....	50
vi) Growth.....	32	i) Mission Cards.....	51
vii) Construction.....	34	j) Diplomat Cards.....	51
viii) Research.....	35	7. Units & Buildings.....	52
ix) Diplomacy.....	36	8. Index.....	54
e) Management Stage.....	39	9. Credits.....	55
i) Controlling Pirates.....	40		
ii) Completing Missions.....	40		
iii) Choosing or Discarding Missions.....	40		

COMPONENTS



1x Rulebook



1x First Game book



1x Automa book



6x Player Aids



18x Star tiles



34x Planet tiles



28x Discovery tiles



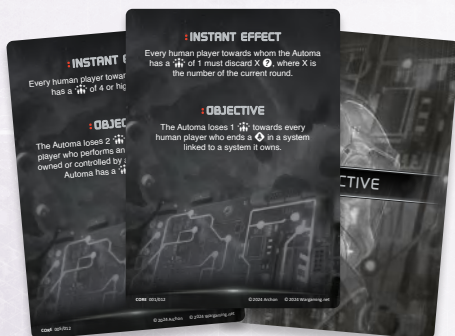
31x Diplomat cards



108x Tech cards



30x Starting cards



12x Objective cards



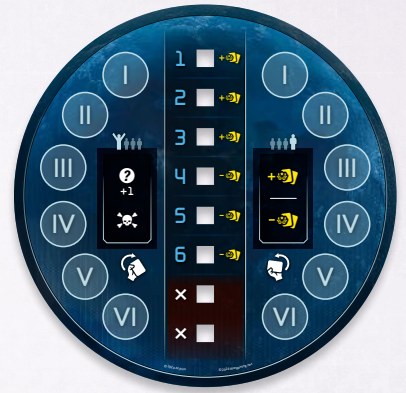
28x Decision cards



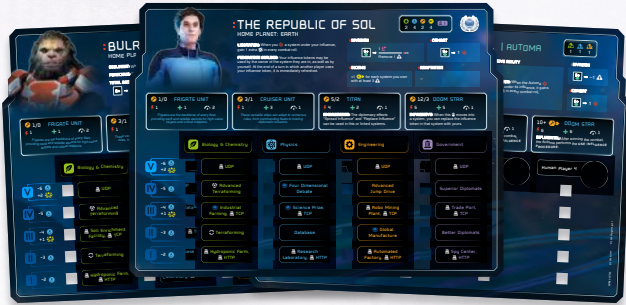
15x Mission cards



27x Anomaly cards



1x Order tracker



6x Empire boards



4x Resource boards



20x Test dice (d6)



42x Population dice (d4)



49x Acrylic cubes



36x Influence tokens



36x Empire tokens



48x Diplomacy tokens



120x Resource tokens



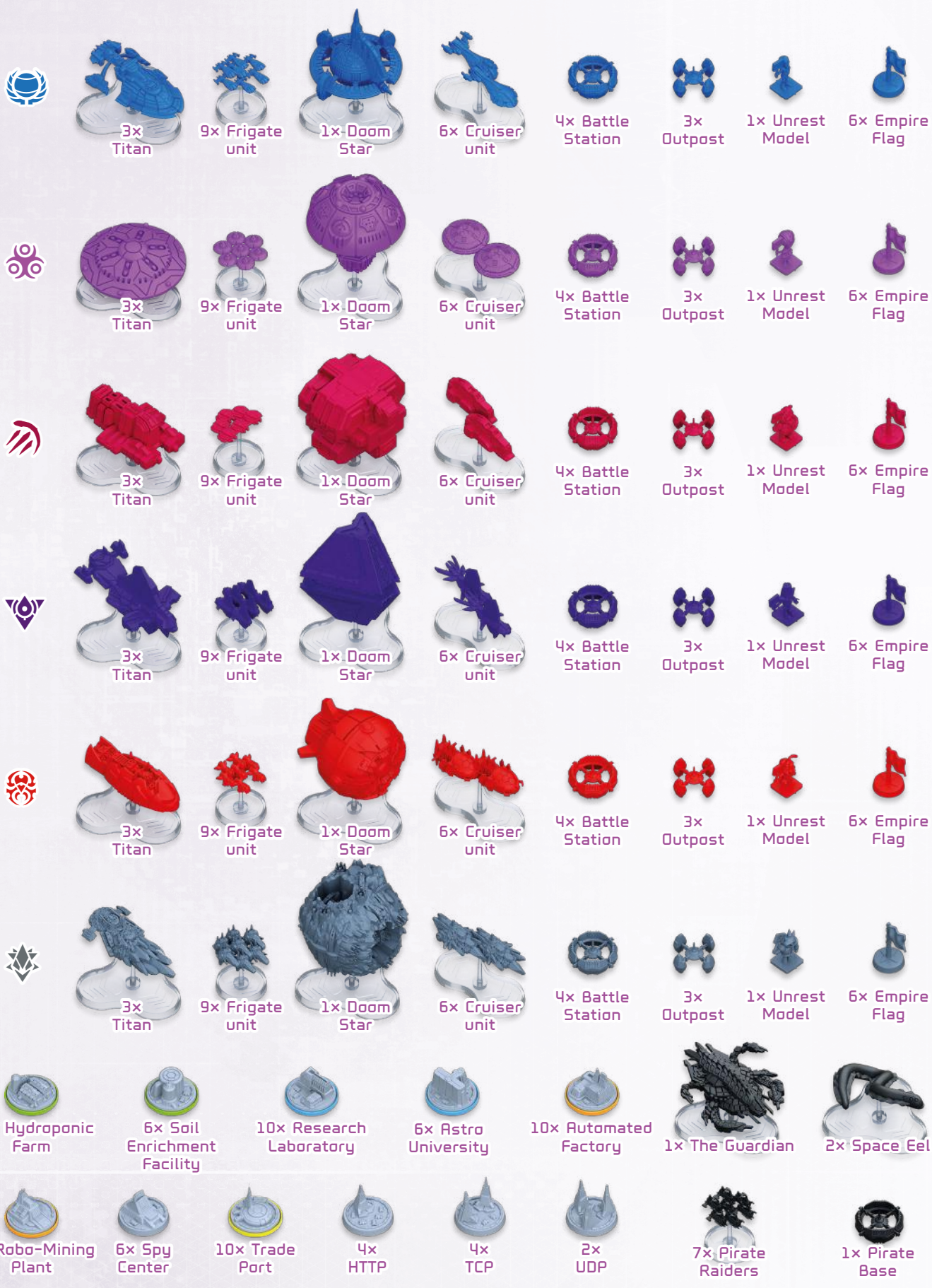
16x Anomaly tokens



32x State tokens



1x Assembly Instruction



283x Miniatures

(124x Units, 117x Buildings, 6x Unrest models, 36x Empire flags, 132x Bases, 180x Plastic sticks, 64x Colored rings)

BASIC CONCEPTS

This section describes the basic concepts used in **Master of Orion: Ad Astra**, providing context for players learning to play the game.

: VICTORY POINTS

During the game, players gather **victory points** (🏆). The player with the most 🏆 at the end of the game is the winner. For more information on victory points, see page 20.

: THE GALAXY

Each game of **Master of Orion: Ad Astra** is played on a game board pieced together from tiles. These tiles (either alone or in a group) represent **star systems**, and together make up the **galaxy**.

: STAR SYSTEMS

A *star system* is part of the galaxy. It consists of a single **star tile**, an optional **planet tile**, and an optional **discovery tile**.

STAR TILES

Tiles representing single stars. The following types exist:

- > white stars (empty systems)
- > yellow stars
- > orange stars
- > green stars
- > blue stars
- > wormholes

For more information on **star tiles**, see page 48.



Star tile. A star's type can be identified by the symbol in the middle of the tile.



PLANET TILES

Tiles representing the most hospitable planet in a star system. Planet tiles can only be placed in the middle of star tiles with a symbol matching the symbol on the back of the planet tile. For more information on planet tiles, see page 48.



Planet tiles

DISCOVERY TILES

Tiles representing unusual properties of a star system or its planet.

Discovery tiles can only be placed on *star tiles* that have the icon. They can only be placed on this icon. For more information on discovery tiles, see page 49.



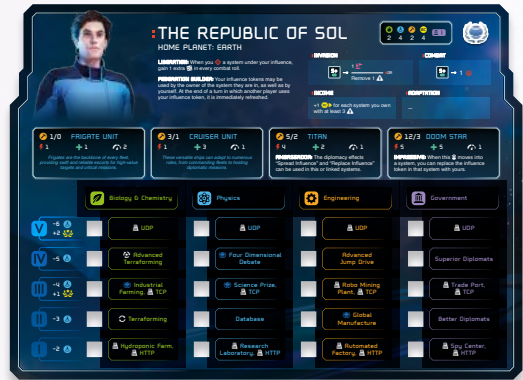
Discovery tiles

: EMPIRE

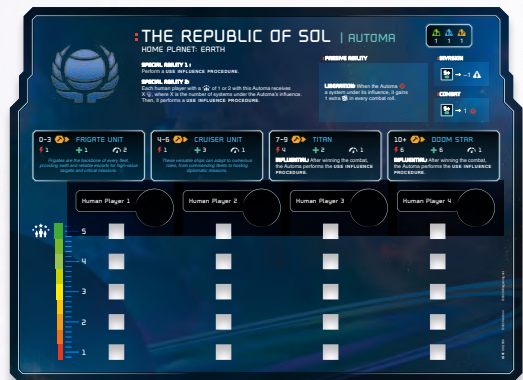
“**Empire**” is a common name for all assets belonging to a single player. Each empire consists of an **empire board**, tech cards, and pieces.

EMPIRE BOARD

The *empire board* contains all the basic information about the player’s empire and its technological progress. This component is double sided: one side is to be used by human players, and the other side by Automa that are in the game. For more information on empire boards, see page 45.



Empire board (Player side)



Empire board (Automa side)

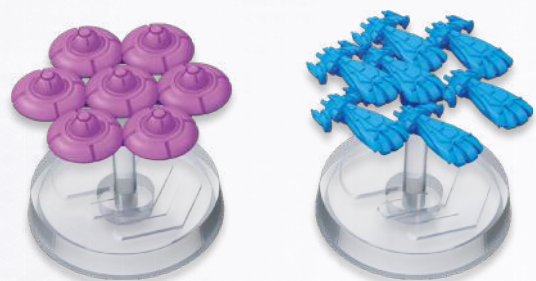
: PIECES

Pieces represent both the assets of players’ empires and neutral assets. They are placed in a star system and include:

- > units,
- > buildings,
- > population dice,
- > empire flags,
- > empire, influence, and diplomacy tokens.


: UNITS

Units are pieces that can move between star systems. Units belonging to different empires can be recognized by their color and shape. Black units are neutral and do not belong to any empire. Units are represented by: For more information on units, see page 42.





Frigate units




: FLEET

All collective  of an empire located in a single star system are called a **fleet**.

: BUILDINGS

Buildings are pieces that cannot be moved between star systems. Buildings are divided into two groups:

- > **orbital** buildings ()
- > **planetary** buildings ()


 belonging to different empires can be recognized by their colors. All  are gray. Black  are neutral and do not belong to any empire. For more information on buildings, see page 41.







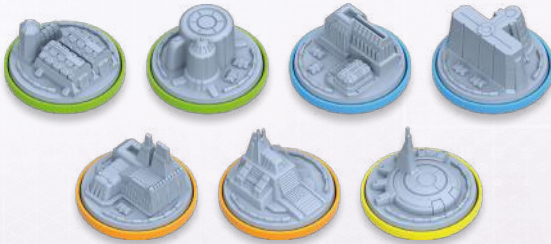
Planetary building



Orbital building

Many  generate resources. To make these easier to identify, place rings on them that match the resource produced:

- > Green ring: 
- > Blue ring: 
- > Orange ring: 
- > Yellow ring: 



: INFLUENCE TOKENS

Influence tokens represent a political influence over a system. Influence tokens belonging to different empires can be recognized by their color and icons. For more information on influence, see pages 36 & 37.



Influence token


: EMPIRE FLAG




Empire flags represent ownership of a system and cannot move between star systems. Empire flags belonging to different empires can be recognized by their color.



Empire flags

: POPULATION DICE

The values shown on four-sided dice represent the **populations** () of the players' empires. Dice of different colors represent different professions:





- > Green dice: **farmers** ()
- > Orange dice: **workers** ()
- > Blue dice: **scientists** ()





Population dice

: RESOURCES

There are four basic resources:

- > **Food** ()
- > **Research Points** ()
- > **Production** ()
- > **Credits** ()

Additionally, this icon represents any resource of the player's choice: .





IMPORTANT: Whenever a player must take or spend two or more , they can choose multiple different types of resources.

Each player keeps track of their **resources** by using resource tokens.



Resource tokens

The income of different resources is represented by the following icons:

- > **Food Income** ()
- > **Research Point Income** ()
- > **Production Income** ()
- > **Credit Income** ()

Each player keeps track of their **resource income** by marking it with acrylic cubes on the income trackers on the resource board.



Resource board

: UNREST

Unrest (👊) represents the attitude of an empire's citizens towards their leader. 👊 is also tracked on the resource board by moving the unrest model down or up on the track as 👊 is lost or gained. The number under the unrest model indicates the empire's current unrest level. For more information, see page 20.

: TECH CARDS

A **tech card**, while in hand, allows a player to perform an action during their turn. Once resolved, a tech card can be developed into a **developed technology** if certain requirements are met. For more information on tech cards, see page 50.



Tech card

: MISSION CARDS

Mission cards provide ways to earn 🌟. A mission card can be on the table, where its public mission provides all players with goals to strive for every **round**, or kept secret in a player's hand, to score its secret mission at the end of the game. Mission cards are represented by this icon: 🌟. For more information on mission cards, see page 51



Mission card

: ANOMALY CARDS

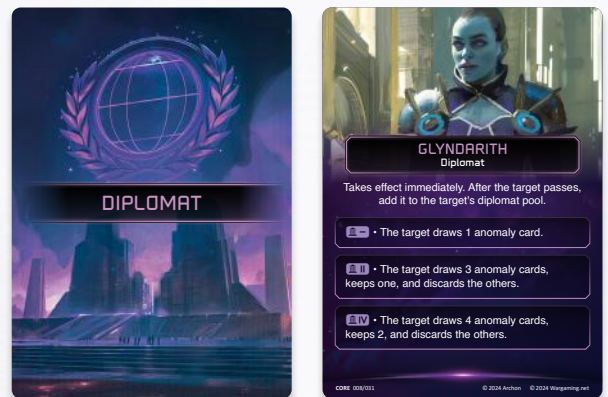
Anomaly cards provide players with powerful single-use bonuses. For more information on anomaly cards, see page 50.



Anomaly card

: DIPLOMAT CARDS

Diplomat cards provide players with unique ways of interacting with other players. For more information on diplomat cards, see page 51.



Diplomat card

: DECISION CARDS

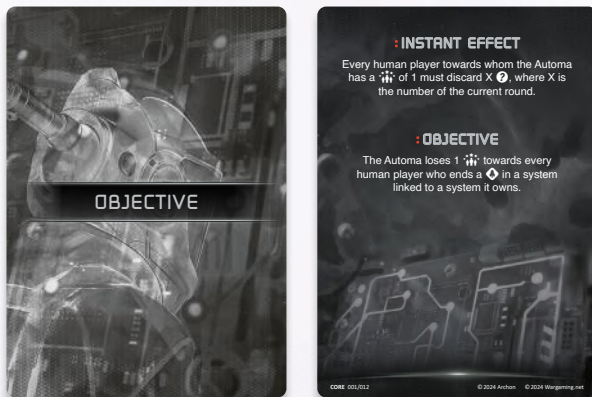
Decision cards help decide how an Automa performs its turn.



Decision card

: OBJECTIVE CARDS

Objective cards give players the opportunity to improve their relations with an Automa by performing simple tasks for it.



Objective card

: STANDARD SETUP

This section describes how to set up a standard game of **Master of Orion: Ad Astra**. The standard game is designed for 2-4 players. Up to 2 human players can be replaced by Automa if desired. More information about Automa and how to use them can be found in the Automa book.

: FIRST GAME SETUP

If this is your first game of **Master of Orion: Ad Astra**, we strongly recommend that you start with the introductory scenario in the First Game book.

: GAME LENGTH

Before beginning the setup, players must choose the length of the game. This choice will determine the round limit.

- > **Standard game:** 6 rounds (recommended),
- > **Epic game:** 8 rounds.

The setup may vary slightly, depending on the chosen length of the game. With experienced players, a game is expected to last about 10 minutes per round for every person playing. So, a standard 6-round game will last about an hour per player.



PREPARING THE GAME


To prepare the game, follow these instructions:

1. Prepare the Shared Decks: Shuffle the following decks separately and place them within reach of all players:

- a) tech cards,
- b) mission cards,
- c) anomaly cards,
- d) diplomat cards (put all *basic diplomat* cards aside, shuffle the rest).

2. Create the Supply: Separate the following components by type and place them within reach of all players:

- a) Resource tokens,
- b) Anomaly tokens,
- c) State tokens,

- d) Population dice,
- e) Models of ,
- f) Models of neutral pieces,
- g) Star tiles (see step 4),
- h) Planet tiles (divide them into piles based on the symbols on their back sides and shuffle each pile),
- i) Discovery tiles (shuffle the tiles together),
- j) Set of D6 dice,
- k) Set of acrylic cubes.

3. Choose the First Player: All players roll two 6-sided dice, rerolling any ties until one rolls higher than the rest. The player who rolls the highest becomes the first player.



4. Build the Galaxy:

Place the *starting tiles* (face up) in the middle of the table. Depending on the number of players, place the starting tiles according to one of the layouts below. Place a pirate base on the wormhole star tile.



2 Players and 3 Players



4 Players

Prepare the set of star tiles listed below that corresponds to the number of players in the game:

- > **2 Players:** 2 green, 2 blue, 2 orange, 1 white, 1 yellow.
- > **3 Players:** 3 green, 3 blue, 3 orange, 2 white, 1 yellow.
- > **4 Players:** 4 green, 4 blue, 4 orange, 2 white, 2 yellow.

Shuffle all the tiles in the set.

Starting from the first player and taking turns clockwise, take one tile from the set and place it on the table. While doing so, always make sure that the tile you are placing is:

- > **Adjacent** to at least one *starting tile*. If this is impossible, the tile must be adjacent to **at least two other tiles**.
- > **Linked** to at least one *starting tile*. If this is impossible, the tile must be linked to at least one other tile. If this is also impossible, the tile does not need to be linked to any other tile.

Repeat this step until all the tiles have been placed.

5. Draw the Starting Missions:

Each player draws **two** mission cards.

: LINKED AND ADJACENT SYSTEMS

Star systems that share a border are **adjacent** to each other. Two adjacent systems that both have a jump point on their shared border are **linked**.



These star tiles are linked and adjacent.



These star tiles are adjacent but not linked.

6. Draw Empires:

Place **one** random empire action card on the table. Starting from the first player and taking turns clockwise, each player can either:

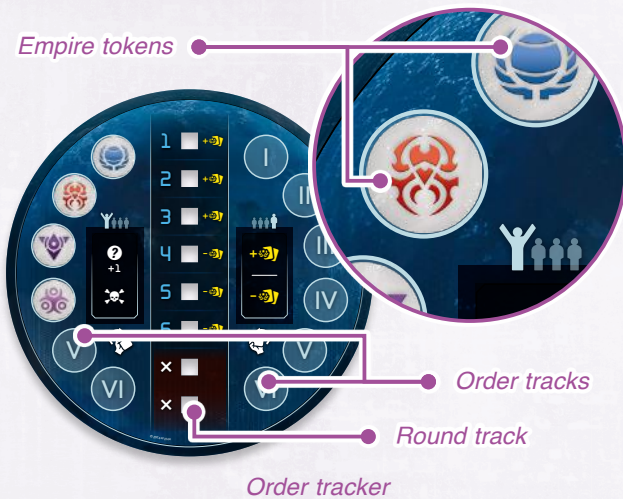
- a) Pick one of the empire action cards from the table, then place **two** new random empire action cards on the table.
- b) Not pick any of the empire action cards offered. Instead, place **one** new random empire action card on the table. The last player to not have picked an empire card cannot choose this option.

Keep taking turns until all players have picked an empire action card and skip any player who has already picked one.



Empire action cards

When a player picks an empire action card they *immediately* take the corresponding empire board and then place one of their **empire tokens** in the first available slot of the **order tracker**. This determines the order in which players will take actions during the first round.



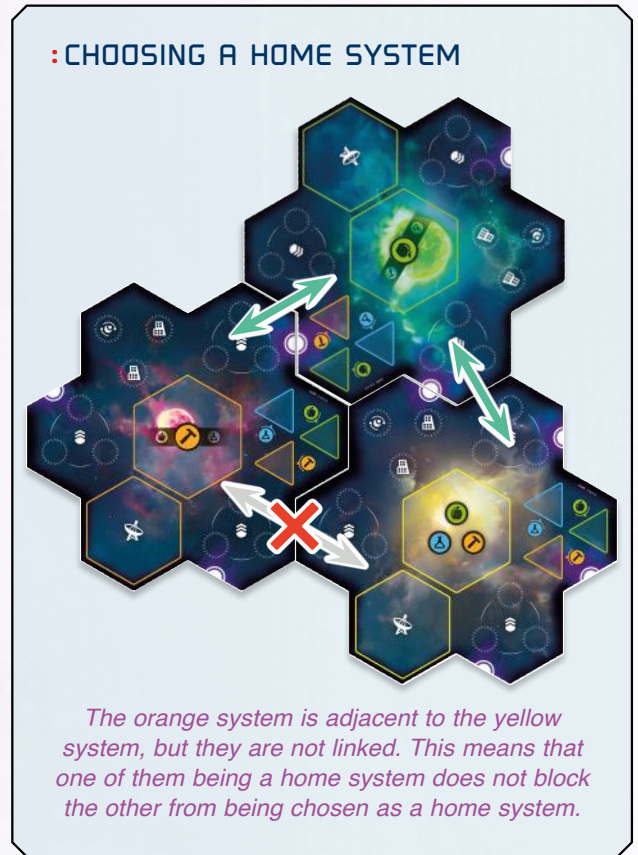
They then choose any star tile as their **home system** and place their empire action card on it. The home system must fulfill the following requirements:

- > It *must have neither* a white star *nor* a wormhole.
- > It *must not* be linked to another home system.

7. Choose the Starting Mission: Each player chooses one starting mission from those drawn in step 5 and shuffles the other back into the mission deck. Only the secret mission of this card is important. The public mission should be ignored. Do not show these cards to other players.

8. Prepare the Starting Elements: Each player receives all the components belonging to the empire they have chosen in step 6:

- > Sets of models of units, orbital buildings, empire flags and unrest
- > A set of influence tokens
- > A set of empire tokens
- > A set of diplomacy tokens
- > Their empire's basic diplomat card (keep it face down next to the empire board)
- > Their empire's player aid
- > A planet tile representing their empire's home planet



The orange system is adjacent to the yellow system, but they are not linked. This means that one of them being a home system does not block the other from being chosen as a home system.

- > Resource tokens amounting to the value of their chosen empire's starting resources
- > A resource board
- > A set of basic action cards
- > Basic technologies (place them face up next to the empire board)



Basic diplomat cards



Set of basic action cards



Basic technologies cards

After that, each player:

- > Places acrylic cubes on appropriate tiers of all four **technology branches** of their empire board: every empire starts with one technology branch upgraded to tier 1, with the remaining three set to tier 0, as shown in the starting resources area of their empire board.
- > Places the planet tile representing their home planet in their home system.
- > Places the following pieces in their home system:
 - 2 frigate units
 - 1 battle station
 - 1 influence token
 - 1 empire flag
- > Assigns professions to the starting population by placing four-sided dice on the home system's dice slots. By default, all empires start with a population value of three, so the combined value of the dice placed must be exactly three (slots may be left empty).

- > Places an unrest model on the first space of the unrest track (level 0) on their resource board.
- > Marks their income values on their resource board with acrylic cubes. The initial income is based on the profession assigned to the starting population and the income ability of the chosen empire.



The Republic of Sol's income ability

9. **Starting the First Round:** Place an acrylic cube in the first open slot of the round tracker.



The Republic of Sol starting elements



Players place their empire tokens here to indicate turn order.



The starting resource amounts are displayed on the empire board.



Starting resources and technology branch



Players mark their initial technology level on this board.

Players mark their initial resource income and unrest level on this board. Assume that the player controlling the Republic of Sol assigns their starting population as 2 farmers and 1 worker, setting their to 2, to 0, and to 1. Their home system has a population of 3, setting their to 1.





PLAYING THE GAME

ROUND STRUCTURE

Depending on the chosen length, a game of **Master of Orion: Ad Astra** is played over 6 or 8 rounds. Each round consists of two phases that are resolved in the following order:

1. **Draft Phase:** During this phase, players draft new *tech cards* that they will use to perform actions in the action phase.
2. **Action Phase:** Most of the game takes place during this phase. Following the order dictated by their position on the order tracker, the players take turns performing single actions to construct new pieces, explore the galaxy, and engage enemies in combat.

After the last player ends their action phase, a new round begins. The players repeat this process until someone triggers an **end of the game scenario** or the game reaches its round limit. After that, the players count their victory points. The player with the most victory points is the winner.

: DRAFT PHASE

At the beginning of this phase, players set aside:

- > All tech cards from their hand
- > Their 4 basic action cards
- > Their empire action card

Then they draw 5 new tech cards and:

1. Set aside 1 tech card from their hand.
2. If they have 3 or more cards remaining, give them to the player on their left (during odd rounds) or to the player on the right (during even rounds). If only 2 cards remain, discard them.
3. Repeat steps 1 and 2 with the cards they were given.

After all the cards have been discarded, the players add all the cards previously set aside to their hands, and the draft phase ends.

PLAYER'S HAND

A player's hand can consist of the following card types:

- > basic action
- > empire action
- > tech

The players will use those cards during the action phase to perform **standard actions**.

PLAYER'S HAND LIMIT

A player can never have more than *10 cards* in their hand. If a player exceeds this limit at any point of the game, they must immediately discard *tech cards* until they have 10 cards. Empire action and basic action cards cannot be discarded for this.

: ACTION PHASE

The action phase is the most important part of the game. During this phase, players will develop their empires, explore the galaxy, and interact with other players.

Starting from the first player and taking turns according to the players' positions on the order tracker, each player performs:

- > Any number of *different free actions*.
- > One *standard action* or **pass**.

The player currently resolving their turn is known as the **active player**. After the active player performs a standard action or passes, their turn ends, and the player who is next on the order tracker becomes the active player. This process is repeated until all players have chosen to pass. Once a player has passed, they are skipped in the turn order for that phase.

FREE ACTION

During their turn, a player can perform as many different free actions as they wish. All free actions must be performed *before* the standard action, and each free action can only be performed *once per turn*.







At the beginning of the game, the players have access to 2 types of free actions:

- > **Forced Labor**
- > **Trade Deal**

These are described in the Free Actions chapter (page 20).

STANDARD ACTION

During their turn, a player can perform a single standard action, by playing a card from their hand or otherwise. The standard actions are:

- > **Flight**  (page 23)
- > **Attack**  (page 25)
- > **Invasion**  (page 30)
- > **Exploration**  (page 32)
- > **Growth**  (page 32)
- > **Construction**  (page 34)
- > **Research**  (page 35)
- > **Diplomacy**  (page 36)

: DRAFT — EXAMPLE

1. A player starts the draft with four basic action cards, one empire action card, and one tech card from the previous round and sets these aside.



2. The player draws five tech cards, chooses a card to keep and adds this to the cards set aside, then passes the remaining four cards to the player on their left.



3. The player receives four tech cards from the player on their right and chooses one of them to keep and set aside as well, before passing the remaining three to the next player.



4. The player receives three tech cards from the player on their right, keeps one of them, and discards the remaining two. They then take all the cards previously set aside in their hand, which now consists of:
 - > Four basic action cards
 - > One empire action card
 - > Four tech cards (one from the previous round and three chosen during this draft)



: DRAWING AND DISCARDING COMPONENTS

When a player discards a card or tile, they place it face up next to the deck that it was drawn from. Discarded components of the same type form a single discard pile.

If a player needs to draw a card or tile but cannot due to an empty deck or pile, they reshuffle it to create a new one.

PASSING AND MANAGEMENT STAGE

When a player passes, they *immediately* start their **management stage** and will no longer get turns this round. During the management stage, they produce and lose resources, refresh their components, and complete missions, as described on page 39. The management stage needs to be fully resolved before the next player starts their turn.

: END OF THE ROUND

After all players have passed and finished their management stages, the round ends, players move the cube on the round tracker down 1 round, and the draft phase of the new round begins.

END OF THE GAME

The game ends when one of the following events occurs:

- > One of the players owns **Orion**. The game ends at the end of the *next round*.
- > One of the players owns a system with a **UDP**. The game ends at the end of the *next round*.
- > One of the players controls or owns another player's home system. The game ends at the end of the *next round*.
- > The last round of the game ends.

When the game ends, the players count their 🌿, and the player with the most 🌿 wins the game.

: SCORING

At the end of the game, the players earn 🌿 in the following ways:

- > Various 🌿 for every system owned, as shown on the planet tile.
- > 1 🌿 for every 3 ⚠️ in systems they own.
- > Various 🌿 for every *technology branch* they have upgraded to tier 3 or 5.
- > 1 🌿 for every *empire token* they have on their empire board at the end of the game.
- > 1 🌿 for every system under their influence, but owned by a different player.
- > Various 🌿 for completing their secret missions, owning specific 🏠, having destroyed some neutral pieces and other sources.

Each player then loses the number of 🌿 equal to their empire's **unrest level**.

: BASIC TERMS – DIPLOMAT

Diplomats are represented by cards that can be exchanged during a “trade deal” to gain various benefits for you or your trade partner. More about diplomats and how to trade them can be found on page 43 of this book.

FREE ACTIONS

This section provides information on performing all basic free actions. During every turn, *before* the active player performs a standard action, they can perform any number of different free actions. At the beginning of the game, every player has access to two types of free actions:

- > Forced Labor
- > Trade Deal

Developed technologies can make additional types of free actions available.

Almost every free action can be performed once per *turn*. However, free actions with the following icon: 🤖 can be performed only once per *round*.

: FORCED LABOR (FREE ACTION)

Forced Labor allows the active player to work their population harder to produce more resources. They raise their 🖐️ by any number that does not raise their unrest level past 9. For each 2 🖐️ raised, they take 1 🤖.

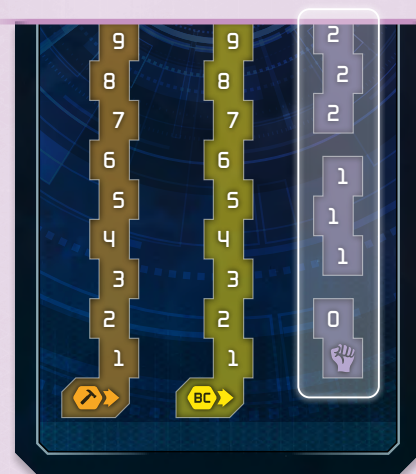
IMPORTANT: Empires that cannot gain 🖐️ cannot perform the Forced Labor action.

: BASIC TERMS — UNREST

During the game, an empire's unrest level will rise and fall. Players keep track of their empire's current 🖐️ by moving the unrest model along the **unrest tracker** on their resource board. When instructed to gain or lose 🖐️ by a certain amount, move the unrest model that many steps up or down on the unrest tracker, respectively.

The number underneath the unrest model is the current **unrest level**. During the management stage, the player must discard a number of resources indicated by their current unrest level.

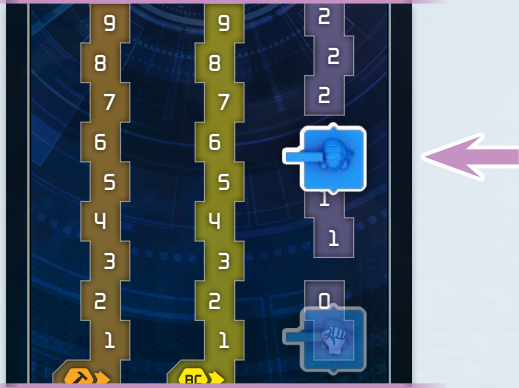
The unrest level cannot be raised past 9.



Unrest tracker

: FORCED LABOR – EXAMPLE

A player performs a Forced Labor action to gain 2 . As a result, they increase their empire's by 4, raising their unrest level from 0 to 1.



: TRADE DEAL (FREE ACTION)

The trade deal action allows the active player to exchange resources with one other player. Both players can offer each other:

- > Any amount of , , , and .
- > Any of their developed technologies.
- > 1 of the diplomats from their diplomat pool, if they have a spare Diplomacy token.

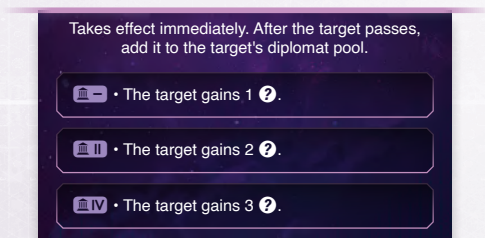
Unless stated otherwise, players cannot trade any other cards or pieces.

Players offering their diplomats *can say* anything about diplomats they are offering, including lying about it, but *cannot show* the card.

Once they reach an agreement, players exchange the promised components. They put received diplomats **into play**.

Players who traded away a diplomat (their **initiators**) mark the card with one of their diplomacy tokens. The player who has a diplomat in play is its **target**. Diplomats indicate when they take effect. At that point, resolve the strongest eligible ability on the card.

After a diplomat is removed from play, return the diplomacy token from that diplomat to its owner.



Diplomat's abilities. These require tier 0, tier 2 and tier 4 in the government technology branch to be used.

IMPORTANT: A diplomat's ability is eligible if *its target or its initiator* meet its technology requirement. The strongest ability has the highest requirement.



Diplomacy tokens

FORCING A DEAL

The active player can *force* another player to accept a trade deal by flipping one of their ready influence tokens (page 37). In such a trade deal, the active player may only give the other player a diplomat (following the normal procedure). The other player cannot offer anything for this intruder.

TRADING DEVELOPED TECHNOLOGIES

When a player trades away a developed technology, they take its card and hand it to their trade partner. This card is no longer considered a developed technology of the seller. If the partner meets this card's research requirement, it is eligible to be kept as their developed technology. Otherwise, they discard the card.

: TRADE DEAL – EXAMPLE

The first player wants to make a trade deal with the second player. They offer and a diplomat card in exchange for 2 . The first player cannot show the diplomat they are offering, but the second player decides to trust them and accepts the deal.

The players exchange resources, and the diplomat is revealed and put in play by the second player. The first player puts their diplomacy token on it.



The first player's diplomat.

This diplomat takes effect immediately. Because one of those players has a tier 4 of the government technology branch, the strongest effect is resolved, and the second player loses 6 .

STANDARD ACTIONS

This section provides information on how to perform all standard actions.

REMINDER: During an action phase, the players take turns performing actions. During their turn, the active player can perform *as many different free actions* as they want; on top of that, they can either perform *one single standard action* or pass. After the active player performs a standard action or passes, their turn ends. When a player passes, they also immediately start their management stage and will no longer get turns this round.

To perform a standard action, the active player must play a card from their hand. Some developed technologies have an ability that may substitute playing the card with a different cost.



Basic action, empire action and tech cards all show several standard action icons. The card played must have an icon matching the standard action the player wishes to perform. Empire action cards also describe an empire action that may be taken *instead* of taking a standard action.

Once played, basic action and empire action cards stay on the table until the player passes, at which point they are returned to the player's hand.

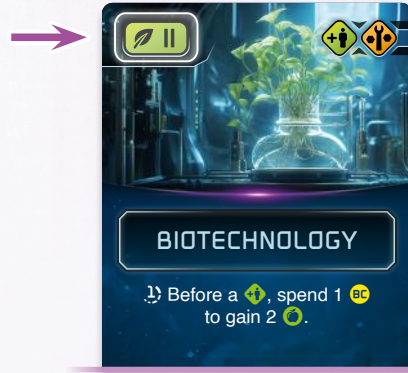
Played tech cards may be kept as developed technologies.

REMINDER: A player can never have more than *ten cards* in their hand. If a player exceeds the limit at any point in the game, they must immediately discard one or more *tech cards* down to this limit.

DEVELOPING TECH CARDS

After the active player resolves a standard action from a *tech card*, that card may be kept as a *developed technology* if its research requirement is met.

If the player cannot or does not want to develop a tech card, it must be discarded. Before developing a new technology, any of the player's already developed technologies (including basic ones) may be discarded first.



To develop Biotechnology, the active player must have Biology & Chemistry upgraded to at least tier 2.


: DEVELOPED TECHNOLOGIES

Every player starts with 2 basic technologies:

- > Laser Cannon
- > Class I Shield

These cards are treated as developed technologies. Those and all their later-developed technologies are kept next to the empire board. Each of a player's developed technologies *must be unique*. A player may have up to 6 developed technologies (this limit can be increased through research).

A player may use any abilities from all of their developed technologies.

Some abilities include the  icon. When any player uses one of these, they flip the card. This card cannot be used again by any player until the card is refreshed.



The ability of Biotechnology allows the active player to spend 1 EC before a growth action to gain 2 EC. After the player uses that ability, the card is flipped.

: BASIC TERMS — FLIPPING A CARD

When a card is flipped, it is turned face down. It cannot be used until it is refreshed during the management stage.

⚙️ FLIGHT (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional **EC** to choose *one additional system* per **EC** spent. The player can move any number of their ⚙️ individually within or from all chosen systems.

A moving ⚙️ may move to a different **unit slot** within the system it is in.



Unit slots

Alternatively, a ⚙️ may perform a number of jumps equal to its speed characteristic (⚡).



The speed value of every ship can be found on their owner's empire board.

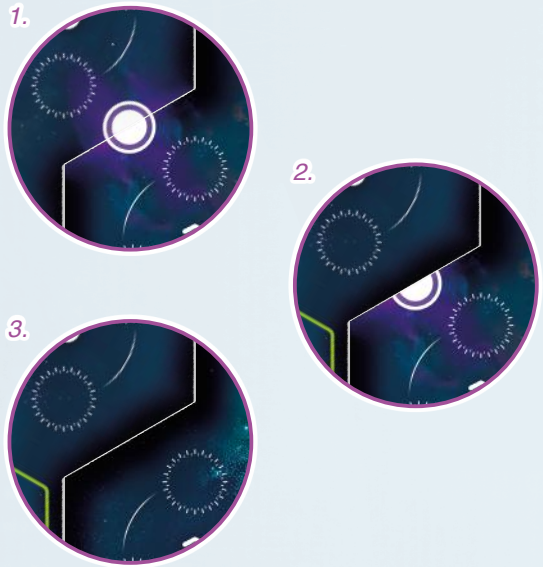
IMPORTANT RULES:

- > ⚙️ beginning in one system can move to multiple different systems.
- > Every ⚙️ moves individually, one jump at a time.
- > A moving ⚙️ cannot enter a system if there is no unit slot group with enough unoccupied unit slots to place the unit there.
- > A moving ⚙️ cannot enter a system containing an enemy ⚙️, or an enemy 🛡️.
- > An **exhausted** ⚙️ cannot move.
- > Before it moves, a ⚙️ can be **overcharged** to increase its speed.
- > Regardless of a ⚙️ speed, its move stops whenever the ⚙️ enters an **undiscovered system**.

⚡ JUMPS, JUMP DRIVE MILESTONES AND WORMHOLES

A **jump** is every instance of a ⚙️ moving from one linked system to another.

As a reminder, 2 adjacent systems that both have a jump point on their shared border are considered linked by every player.


















1. All players consider these systems linked.
2. Only players with "Jump Drive" or "Advanced Jump Drive" unlocked consider these systems linked.
3. Only players with "Advanced Jump Drive" unlocked consider these systems linked.


There is always one system with a **wormhole** (⚡), while several other systems can have **micro wormholes** (🌀).


The system with a ⚡ is always considered linked to all systems with a 🌀 and vice versa. Systems with a 🌀 are not inherently linked to one another.

: BASIC TERMS – UNIT STATES

Every  can be in one of three states:

- > **Ready:** The default state of every .
- > **Exhausted** : Any  that has just attacked another system is exhausted. Exhausted  cannot move or attack but can still explore or invade. Exhausted  are marked by corresponding state tokens placed next to them.
- > **Overcharged** : When performing  or , the active player can put any of their ready  in an overcharge state. An overcharged  has its  increased by 1, but when it performs , its  is reduced to 0. Overcharged  are marked by corresponding state tokens placed next to them.

During the player's management stage, the states of all their  are reset to ready.

The state of a  is marked by a corresponding state token.






Exhausted state token



Overcharged state token

DISCOVERING A NEW SYSTEM

A  that enters an undiscovered system must end its movement there and then. When all other  complete their movement, discover all undiscovered systems with , in an order chosen by the active player. Discovering a system requires performing the following steps:

1. The player draws two planet tiles of the same type as the discovered star tile, chooses one of them, places it in the **planet slot**, and discards the remaining planet.





The symbol in the planet slot shows the type of planet that can be placed here.

: BASIC TERMS – UNDISCOVERED SYSTEM

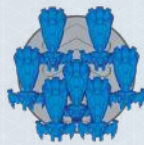
Star tiles with a planet slot but without a planet tile are known as undiscovered systems. Systems without planet slots *are not* undiscovered.

: FLIGHT ACTION – EXAMPLE

A player has one frigate unit in the orange system as well as one frigate unit and one cruiser unit in the yellow system. The player performs a flight action choosing the orange system, and pays 1  to also choose the yellow system, allowing them to move their  in those systems. Both their frigate units (with a speed of 2) move to the green system. The cruiser (with a speed of 1) cannot keep up and ends its movement in the orange system.



Cruiser unit



Frigate unit





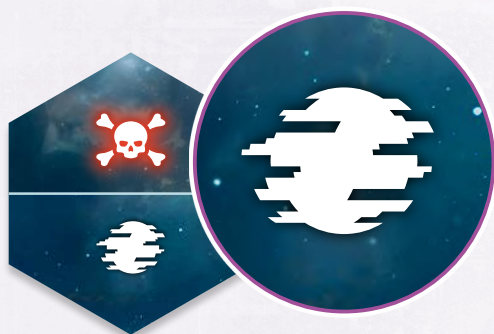
The type of a planet can be found on the back of its tile.

- The player draws two discovery tiles, chooses one, places it in the **discovery slot**, and discards the remaining discovery tile.



Discovery slot

- If the chosen *discovery tile* has any anomaly icons, the player places a number of anomaly tokens equal to the number next to the icon.



Anomaly icon

From now on, this star system is no longer undiscovered.

FINDING ORION

If there is now just 1 undiscovered system in the galaxy, the active player immediately places the Orion planet tile and the model of the Guardian in that system. That system is no longer undiscovered.

AMBUSH

If the discovering a system encounters a neutral , it can either perform a free **retreat move** or stay in the system and fight. More information about the retreat move can be found on page 27.

: ATTACK (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional to choose *one additional* system per spent. The player may initiate attacks with any of their in all chosen systems. These attacks may target any number of systems with enemy or .

ATTACKING SYSTEMS

A can attack any system that it can reach with a standard flight action. When at least one attacks a system, combat ensues. To resolve it, follow the Combat phases described on page 27.

IMPORTANT RULES:

- > Multiple from one system can attack multiple different systems.
- > If multiple attack the same system, they attack together.
- > If two or more combats occur at the same time, the active player resolves them in any order they wish.
- > Exhausted cannot attack.
- > After the combat, all attacking pieces that took part in it become exhausted. Defending *do not* become exhausted.

: BASIC TERMS — ENEMY

“Enemy” means any other player, pieces belonging to them, neutral pieces, and systems holding any of these.



: COMBAT

Combat occurs when ☉ of one empire or neutral ☉ attack an enemy system or when ☉ of one empire or neutral ☉ are somehow placed into a system with another player's piece.

WINNERS AND LOSERS

If one side loses all of its pieces participating in a combat, its opponent wins that combat. If one side decides to disengage, its opponent wins that combat. In any other case, the combat ends in a draw.

ATTACKERS AND DEFENDERS

All pieces that initiated the combat are called the attackers, while the remaining participating pieces are the defenders.

COMBAT EFFECTS

During combat, players use **combat effects** to damage enemy ☉ or ☉ or gain various advantages. Most of those effects are supplied by developed technologies and empire boards.

: PASSIVE AND ACTIVE EFFECTS

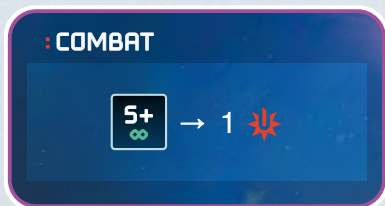
Effects can affect interactions during tests. There are 2 types of effects:

- > **Passive:** These are in effect whenever the conditions listed in their description are met. If no such condition is described, they are always in effect.
- > **Active:** These effects can be activated in a test. To do so, a player must choose to spend dice with a total value equal to or greater than their requirement.

If an ability of any kind starts with a keyword that indicates a type of test (Combat, Invasion, or Diplomacy), its effects can only be used during those types of tests.

: BASIC COMBAT EFFECTS

All players have access to an active basic combat effect. This effect is shown on their empire board and can be used multiple times in every combat.



Basic combat effect

: TESTS

Throughout the game, the players will participate in **tests**. During tests, players roll several 6-sided dice to determine the outcome of various interactions.

There are three types of tests:

- > **Diplomacy rolls**
- > **Combat rolls**
- > **Invasion rolls**



The active effect of the Laser Cannon can be used in a combat roll.

During a test, the participating players can use certain active effects. An active effect can be recognized by the activation icon next to it. The number within the activation icon is the activation cost.



Activation icon. The associated effect has an activation cost of 4.

All active effects can be used by spending dice rolled during the test. To activate an active effect, the player spends one or more dice with a total value equal to or greater than the activation cost of the effect. A single dice can only be used for a single effect, and any value over the activation cost is wasted. After a player assigns the dice to the effects they wish to activate, they resolve those effects one by one in an order determined by the player.

Most active effects can only be used once per test, but those with an infinity symbol can be used multiple times per test. The active player must spend dice for every instance of this type of active effect they want to use.



Activation icon with the infinity symbol. The associated active effect can be used multiple times per test.

SPEND ACTION

If any effect requires the player to spend a specific action, that player must either:

- > discard a card that allows them to perform the action (tech cards cannot be developed when discarded)

or

- > use the action from any other source, like a developed technology.

PHASES OF COMBAT

Combat between players is resolved in combat rounds consisting of the following steps, in order:

1. **Beginning of combat:** Starting with the active player, both sides take turns to either:
 - > Declare one “beginning of combat” ability or effect they want to use, then resolve it.
 - > Pass for the entirety of this phase of the combat.

NO ACTIVE PLAYER: *If the active player does not participate in the combat, the role of the active player is assumed by the player who did not have control over the system before the combat.*

2. **Before the combat roll:** Starting with the active player, both sides take turns to either:
 - > Declare one “before the combat roll” ability or effect they want to use, then resolve it.
 - > Pass for this entire phase of the combat.
3. **Combat roll:** The players roll a number of dice equal to the combined **firepower** (⚡) of all their pieces still taking part in this combat. Abilities and effects used in previous phases that gain or lose dice adjust this number.
4. **After the combat roll:** Starting with the active player, both sides take turns to either:
 - > Declare one “after the combat roll” ability or effect they want to use, then resolve it.
 - > Pass for the entirety of this phase of the combat.
5. **Damage phase:** The players spend rolled dice to activate “combat” abilities and effects. They can resolve this step simultaneously.
6. **Casualties phase:** Players add up the total ✨ dealt by all abilities and effects they have used so far, then subtract the number of 🛡️ their opponent has gained. Players then divide this number of damage points among enemy pieces as they wish. Every damage point assigned reduces the target's **hull points** (+) by 1. A piece with 0 + remaining is immediately **destroyed**. For any piece not destroyed, you can use a d6 to keep track of its remaining +.
7. **Disengage:** *If both sides still have pieces in combat*, either player may spend a ⚡ to disengage and retreat all their pieces from the combat. If this is the 5th round of combat and defenders remain, all

attackers disengage automatically. Otherwise, the active player decides first.

- > If the attacker decides to disengage, all their pieces that participated in the combat stay in the system(s) from which they initiated the action. If any of those pieces stay in a system with enemy 🛡️ or 🛡️ they are destroyed.
- > If the defender decides to disengage, all their pieces that participated in the combat perform a retreat move.
- > If neither player decides to disengage and both sides still have pieces participating in the combat, skip step 8 & 9, and start the next combat round with step 2.

8. **End of combat abilities:** Starting with the active player, both sides take turns to either:
 - > Declare which “end of combat” abilities and effects they want to use, then resolve them.
 - > Pass for the entirety of this phase of the combat.
9. **End of combat:** At this point the combat ends. Perform the following:
 - > If no defenders remain in the attacked system, move the surviving attackers into the attacked system to fill as many unit slots as possible.
 - > *All attackers* that survived the combat become exhausted. *Defenders* do not change their state.
 - > All pieces that were not destroyed during the combat have their hull points immediately restored.

RETREAT MOVE

Some situations allow a retreat move. This follows the same rules as the standard flight action, but the moving 🛡️ cannot enter undiscovered systems, and the player cannot pay ⚡ to move 🛡️ from additional systems. An exhausted 🛡️ cannot perform a retreat move. All pieces that should perform a retreat move but cannot do so are destroyed.

: RE-ROLLS

When an effect requires players to re-roll any number of dice, they re-roll all of them simultaneously. They cannot re-roll the same dice twice with the use of one effect.


: DESTROYED PIECES

A destroyed 🛡️ returns to the supply.


A destroyed 🛡️ is **scrapped**. Scrapped 🛡️ are placed on their owner's empire board until they are exchanged for ⚡ during the management stage.

Destroyed 🛡️ and 🛡️ no longer take part in combat.

: ATTACK — EXAMPLE

The red player performs an attack action against a swamp planet owned by the blue player. They spend 1  to attack from multiple systems: with a titan and cruiser units from the ice planet and two frigate units from the cavernous planet. The swamp planet is protected by an outpost and a cruiser unit.



- Beginning of combat:** Neither player has any effects to play at this stage.
- Before the combat roll:** The red player uses their “Class I Shield” to reduce the damage they will receive and remembers to roll 1 fewer dice in phase 3. The blue player spends a construction action by discarding a tech card with the  icon for “Fighter Bays” to roll 2 extra dice in phase 3.



- Combat roll:** The red player rolls 6 dice (4 for a titan, 1 for a cruiser unit, and 1 for each frigate unit, minus 1 for using the shield) and gets the following results: 6, 6, 5, 4, 4, 2.
At the same time, the blue player rolls 5 dice (1 for a cruiser unit, 2 for their outpost, and an additional 2 for using the fighter bays) and gets the following results: 6, 4, 3, 2, 1.

4. **After the combat roll:** Both players have no effects to play at this stage.
5. **Damage phase (red):** The red player uses the active effects of the following weapons and the basic combat effect.



The Laser Cannon's effect has an activation cost of 4, so it is activated by a dice with a value of 4.
 The Plasma Cannon's effect has an activation cost of 10, so it is activated with 2 dice with the values of 6 and 4.
 The red player's basic combat effect is activated twice: once by a dice with a value of 6, and once by a dice with a value of 5.
 The remaining dice, with a value of 2, cannot activate any more effects.
 The red player generated 7 damage points in total.

6. **Damage phase (blue):** The blue player uses the active effects of the following weapons and the basic combat effect.



The Laser Cannon effect is activated by a dice with a value of 4.
 The Neutron Blaster effects are activated twice, once using a dice with a value of 3 and a second time using two dice with values of 2 and 1.
 The basic combat effect is activated by a dice with a value of 6.
 The blue player generated 4 damage points in total, but the red player used a shield, which reduced the damage value to 3.

7. **Casualties phase:** The red player assigns 3 points of damage to the enemy cruiser and destroys it. 2 points of damage are assigned to the outpost. All the blue player's pieces have been destroyed! There are no valid targets the remaining 2 damage could be assigned to, so they are ignored.





The blue player assigns 2 points of damage to an enemy titan and another point to enemy frigate units. Some of the red player's units survive!



The red player also needs to flip their Class I Shield card as it was a shield effect.

8. **Disengage:** One of the sides lost all of their pieces, so this phase is skipped.
9. **End of combat:** The red player's remaining cruiser and frigate units must move into the attacked system and are marked as exhausted.





COMBAT AGAINST NEUTRAL PIECES

To resolve combat between a player and neutral pieces, follow the phases of combat with few noticeable differences:



- > **Combat roll:** During this step, a player who does not participate in the combat rolls the number of dice equal to the combined firepower of all neutral pieces in this combat.
- > **Damage phase:** During this step, a player who does not participate in the combat uses the neutral pieces' dice to activate any combat effects available to neutral pieces participating in this combat to inflict as much damage as possible. Combat effects available to neutral pieces are listed in their descriptions in this book.
- > **Casualties phase:** Neutral pieces always try to assign  to the enemy piece with the lowest  first. In case of a tie,  is assigned to the piece with the higher  first.

After the combat, the player receives appropriate rewards for every neutral piece they destroyed. If a neutral piece grants , the player should place it near their empire board as a reminder. Its  reward is awarded at the end of the game. More information about neutral pieces and rewards earned by destroying them can be found on page 53.





INVASION (STANDARD ACTION)

The active player chooses *one system* controlled by them, but owned (see page 41) by another player. They can choose to spend additional  to choose *one additional system* per  spent. Within all systems chosen, the active player may use their  to **invade** planets with  that do not belong to them.

INVADING PLANETS

To resolve an invasion, the active player rolls a number of dice equal to the combined  of all  in a chosen system and may use invasion effects to conquer the planet or reduce its population.











IMPORTANT RULES:

- > If two or more  invade the same system, they invade together.
- > If multiple systems were chosen for invasion, the active player resolves them in any order they wish.
- > Exhausted  *can* invade.
- > Overcharged  *can* invade using their standard .


RESOLVING AN INVASION

To resolve an invasion, the following phases of invasion are performed:

1. **Beginning of the invasion:** The active player chooses to either:
 - a) Declare one “beginning of invasion” ability or effect they want to use, then resolve it.
 - b) Pass for the entirety of this phase of the invasion.



2. **Invasion roll:** The invading player rolls a number of dice equal to the combined  of all their pieces taking part in the invasion. Abilities and effects used in previous phases that gain or lose dice adjust this number.
3. **After the invasion roll:** The active player chooses to either:
 - a) Declare one “after the invasion roll” ability or effect they want to use, then resolve it.
 - b) Pass for the entirety of this phase of the invasion.
4. **Effect phase:** The invading player spends rolled dice to activate “invasion” abilities and effects.
5. **Result phase:** The invading player adds up the total invasion successes () generated by all abilities and effects.
 - a) If the number of  gathered by the invading player is higher than or equal to the number of  in the invaded system, the invading player wins the invasion. If there are still any  in the system, they now belong to the invading player. The empire flag of the previous owner is removed and replaced by the flag of the invading player. All  stay in the system, and the invading player treats them as their own. Adjust resource income accordingly for the players gaining and losing  or  like this. Additionally, if the previous owner of the system has any captured empire tokens, the invading player takes 1 of them.
 - b) If the number of  gathered by the invading player is less than the number of  in the invaded system, the invading player loses the invasion. Nothing happens.

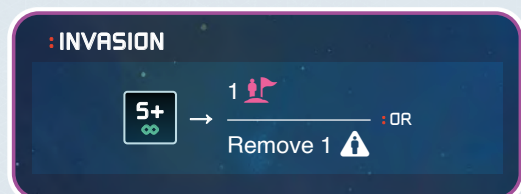
INVASION EFFECTS

During the invasion, the invading player uses invasion effects to generate  or harm the system's owner in other ways.

BASIC INVASION EFFECTS

All players have access to a basic active invasion effect on their empire board, which can be used multiple times during every invasion.

The active player can use this effect to reduce the  of the invaded system or to generate  required to take ownership of the system.

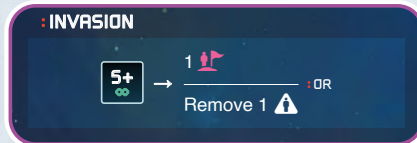


Basic invasion effect

: INVASION — EXAMPLE

The active (blue) player starts an invasion with a frigate and a titan that occupy the red player's system with 3 ⚠️.

- 1. Beginning of the invasion:** The active player has no effects to play at this stage.
- 2. Invasion roll:** The active player rolls 5 dice (4 for the titan and 1 for the frigate unit) and gets the following results: 5, 4, 4, 2, 1.
- 3. After the invasion roll:** The active player has no effects to play at this stage.
- 4. Effect phase:** The blue player activates their basic invasion effect three times: once with 1 dice with a value of 5, the second time with 2 dice with values of 4 and 2, and the last time with dice with values of 4 and 1. They use these effects to generate 3 🚩.



Invading player's basic invasion effect

- 5. Result phase:** The invading player has 3 🚩, which is equal to or higher than the number of ⚠️ in the system, so the invading player wins the invasion. The previous owner's flag is replaced with a new one. The invading player steals a captured empire token from the previous owner.

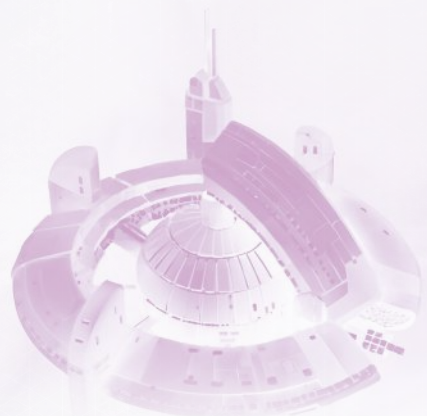


: BASIC TERM — CAPTURED EMPIRE TOKEN




If a player has empire tokens with an icon that does not match the icon of their empire, those tokens are captured. Captured empire tokens can be stolen during invasions. At the end of the game, every empire token is worth 1 🌱 for whoever holds it.





Empire token (Republic of Sol)



: EXPLORATION (STANDARD ACTION)


The active player chooses *one system*. They can choose to spend additional  to choose *one additional system* per  spent. The active player may use every  in the chosen systems to **explore anomalies**.

EXPLORING ANOMALIES

Every  from the chosen systems can remove one **anomaly token** from the system that the  is occupying. For every token removed, the active player draws 2 anomaly cards, keeps one of them, and discards the other. The active player does not show the kept card to other players.

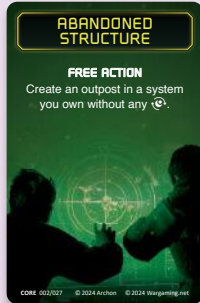
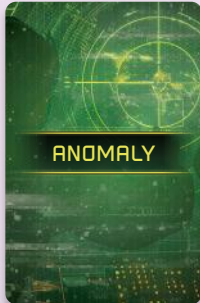


Anomaly token

IMPORTANT RULE: Exhausted and overcharged  can explore.




: BASIC TERMS — ANOMALY CARDS




Anomaly cards represent wonders that could be found while exploring the galaxy. Unless stated otherwise, a player can play any anomaly card at the moment described on the card. After the anomaly card is played, it is discarded.











Anomaly card



: GROWTH (STANDARD ACTION)



The active player chooses *one system*. They can choose to spend additional  to choose *one additional system* per  spent. Within every system chosen, the active player may create 1 new .

The active player may only choose systems they *have under control or own* (page 41). The systems may not have an enemy ,  or .




CREATING NEW POPULATION


After choosing systems, the active player pays  for every  they wish to create. Every  created costs 1 , plus 1  for every  of that profession already in the system. For example, when there are already 2  in the system, creating the third costs 3 .

If the active player does not have enough , the new  cannot be created.

REMEMBER: During a single growth action, the active player can only create 1 new  per system.  may never increase past population limits (see page 42).

COLONIZING

When the active player creates a  in a system without any , they colonize it. Place their empire flag on the planet to mark their ownership. Then, increase the  in the player's empire by the amount printed on the planet tile.



Some empires have **adaptations** that adjust the amount by which  is increased to a minimum of zero.



Colonizing this system increases the unrest by 3.

: ADAPTATION

Low Temperature +2 
 High Temperature -2 


















Silicoids have an adaptation that reduces the  from colonizing planets with high temperatures by 2. When they colonize a desert planet, they will receive 1 .

: ENVIRONMENT


The text under a planet's name shows a planet's environmental trait.



:GROWTH — EXAMPLE

1. The active player performs a growth action. Before the action, they spend 1  to create  in two systems.
2. The system with a swamp planet has no . Creating any type of  in this system will cost 1 .
3. The system with Earth has 0 , 1 , and 2 . Creating a new  there will cost 1 , a new  costs 2 , and creating a new  is impossible due to the planet's population limit. The active player decides to create a new  there for 2 .
4. The player spends a total of 3  and 1 .



5. Because the player colonized a system with a swamp planet, they increase the  of their empire by 3.



: CONSTRUCTION (STANDARD ACTION)

The active player chooses *one system*. They can choose to spend additional **EC** to choose *one additional* system per **EC** spent. They may only choose systems they *own* or systems owned by other players who allow choosing their systems. The chosen systems may not have an enemy or .

Within each chosen system owned by the active player, they may construct *a single* new , , or . In each system owned by other players, they may only construct a single .

CONSTRUCTING A NEW BUILDING OR UNIT

After choosing systems to construct in, the active player must pay the cost of the specific pieces they wish to construct. Some buildings cannot be constructed before the active player develops specific technologies. Costs, technology and other requirements for buildings can be found on pages 52 & 53 and on the player aid. For , the costs are shown on the empire board.

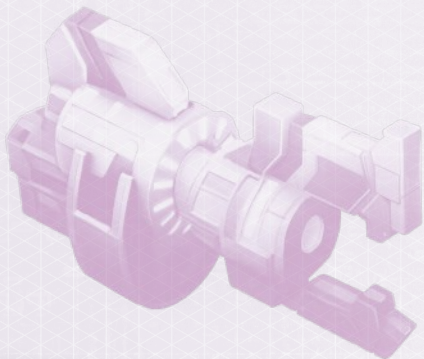
After paying their construction costs, the active player places models of newly created pieces in the systems where they were constructed. In the first place, unused models must be used. If there are no more unused models, the player can use *scrapped models* from their empire board.

REMEMBER: During a single construction action, the active player can only create 1 new piece per system.



Frigate units cost 1 .

The active player may choose to remove (not scrap) any of their pieces of the same type (, ,) as the piece to be placed, until the system has enough available slots to fit it. In that case, we say that a new piece **replaces** the old one. The removed piece isn't treated as destroyed.



: CONSTRUCTION — EXAMPLE

1. A player performs a construction action and spends 1 **EC** to choose 2 systems to construct pieces in.
2. The first of the chosen systems constructs a Hydroponic Farm. This costs 2 . The second system constructs a frigate unit. This costs 1 .
3. The player has now spent a total of 3 and 1 **EC**. They gain 1 (as a reward from the Hydroponic Farm), then places the models of the constructed pieces.



RESEARCH (STANDARD ACTION)

The active player chooses *one branch of their tech tree*. They can choose to spend additional **BC** to choose *one additional* branch per **BC** spent. Every branch chosen may be upgraded once.

UPGRADING TECHNOLOGY TREE

To upgrade a chosen branch to the next tier, the active player needs to pay its upgrade cost in **▲**. The upgrade cost of a branch depends on the tier the branch is to be upgraded to, and is shown on the empire board. After paying this, move the cube on a chosen branch 1 tier higher.

REMEMBER: During a single research action, the active player can upgrade every branch only once.



BASIC TERMS — MILESTONES

Milestones are bonuses that players unlock by reaching certain tiers on their tech trees.

The tech trees of every empire contain 15 **common milestones** and 4 empire-specific ones. Empire-specific milestones are marked by an empire icon.

BASIC TERMS — TECHNOLOGY TREE AND BRANCHES

An empire board contains a tech tree made of four branches:

- > **Biology & Chemistry**
- > **Physics**
- > **Engineering**
- > **Government**

Most branches start at zero. They can be upgraded by performing research actions.

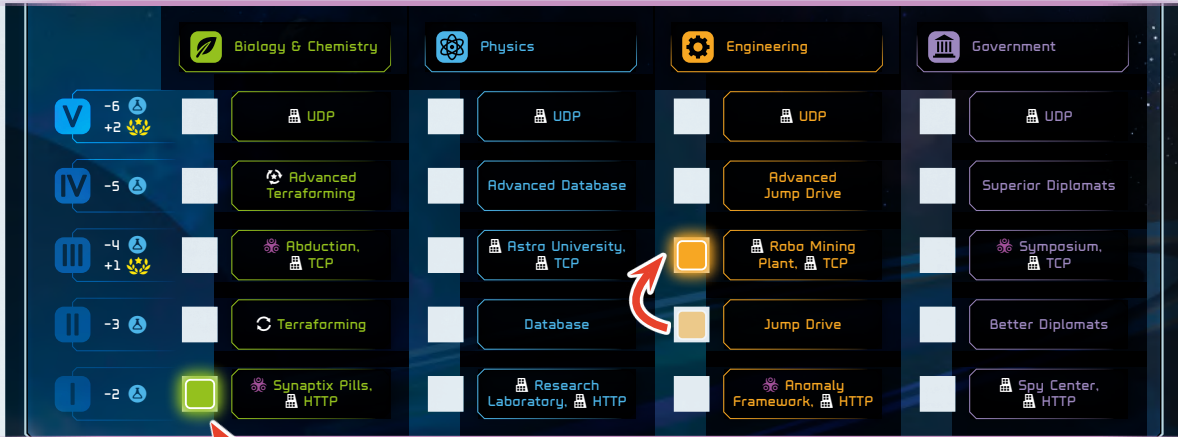
Upgrading a technology branch unlocks milestones and allows players to develop new technologies.



The Biology & Chemistry and Government technology branches are at tier 0. Upgrading them to tier 1 would cost 2 ▲. The Physics technology branch is at tier 1, unlocking the 'Research Laboratory' and the 'HTTP' milestones. The Engineering branch is on tier 2, unlocking the 'Automated Factory', the 'HTTP', and the 'Jump Drive' milestones. Upgrading this branch to tier 3 would cost 4 ▲.

: RESEARCH ACTION — EXAMPLE

1. A player performs a research action. They spend 1 to upgrade two branches.
2. Biology & Chemistry is on tier zero. Upgrading it to tier one will cost 2 . Engineering is on tier two. Upgrading it to tier three will cost 4 .
3. The player spends 6 and 1 in total.



: DIPLOMACY (STANDARD ACTION)

The diplomacy action allows the active player to use their *influence tokens* to perform a *diplomacy roll* to activate diplomacy effects. Every influence token used provides 1 dice for this roll. Before the roll, a single may be spent to gain 1 additional dice. Furthermore, before the roll, any number of diplomats from the active player's diplomat pool can be discarded to gain 1 additional dice for each.

DIPLOMACY ROLL

Performing a diplomacy roll requires the active player to:

1. **Use influence:** The active player uses any number of their ready influence tokens. Used influence tokens are flipped. Exactly 1 may also be spent, and diplomats may be discarded.
2. **Roll dice:** The player rolls one d6 for every influence token they used in the previous step (and one additional dice if they spent 1 , and one more for each diplomat discarded).
3. **Activate Effects:** The player activates diplomacy effects in any order they choose.

BASIC DIPLOMACY EFFECT

From the beginning of the game, all players have access to these seven active diplomacy effects.



Spread influence



Reassign population



Reduce unrest



Increase unrest



Hire a new diplomat



Replace influence



Capture a diplomat

SPREAD INFLUENCE


The active player chooses a system that meets the following requirements:


- > The system is not under another player's influence.
- > The active player considers the system *linked* to at least one system under their influence.

REMEMBER: “Jump Drive” and “Advanced Jump Drive” change what systems you consider linked.


The active player places one of their ready influence tokens in the chosen system or moves any of their influence tokens already on the board into it. A moved influence token keeps its state unchanged.

REASSIGN POPULATION


The active player chooses a  from one system they own and changes its profession, assuming that the system's population limit allows for that change.

This effect cannot be used to move  between systems.

REDUCE UNREST

The active player reduces the  in any empire by 1. The unrest level cannot be reduced below 0.

INCREASE UNREST

The active player increases the  in another player's empire by 1. The unrest level cannot be increased above 9.

HIRE A NEW DIPLOMAT

The active player draws 3 diplomat cards, adds 1 to their diplomat pool, and discards the rest. After resolving this effect, the diplomacy action immediately ends. Diplomats can be exchanged during the free “trade deal” action.

IMPORTANT: The player cannot have more than 5 diplomats in their diplomat pool.

REPLACE INFLUENCE

The active player chooses a system that meets the following requirements:

- > The system is under another player's influence.
- > The active player considers the system linked to at least one system under their influence.

The active player removes the influence token from the chosen system, and either places their own ready influence token in this system or moves one of their influence tokens that is already on the board into it. A moved influence token keeps its state unchanged.

REMOVING THE LAST INFLUENCE TOKEN: *If the player only has 1 influence token left in the galaxy, that token cannot be removed in any way.*

: INFLUENCE TOKENS

Influence tokens are used to mark a system that is **under a player's influence**. Every system may contain an influence token, whether discovered or undiscovered, owned by yourself or a different player. A system may only ever have 1 influence token. Because every player only has 6 influence tokens, they may only have 6 systems under their influence at once.



Influence token (ready)



Influence token (flipped)



The system is owned by the Pylon player, but it is under the influence of the Klackon player.

CAPTURE A DIPLOMAT

The active player chooses any *diplomat in play*, removes it from the table, and adds it to their diplomat pool. This diplomat is removed from play. They *do not resolve* the removed diplomat's abilities. This effect can affect a diplomat that targets any player. Return the diplomacy token from that diplomat to its owner.



: DIPLOMACY ACTION — EXAMPLE

The active player performs a diplomacy action.



Before the action, the player has two ready influence tokens.

1. They use the two influence tokens and spend 1 **BC**, so they roll 3 dice and get the following results: 2, 4, 5.
2. Based on the activation costs, the player decides to:
 - > spend a dice with a value of 2 to spread their influence to the system with no influence tokens,
 - > spend a dice with a value of 4 to reduce their empire's **👊** by 1,
 - > spend a dice with a value of 5 to hire a new diplomat.



After resolving those effects, the player has one ready influence token and two flipped influence tokens on the board.

MANAGEMENT STAGE

A player who passes *immediately* starts their management stage and performs the following steps in order:

- Gain the first passing bonus:** *The first player* who passes during the round gains the following bonuses:
 - > 1 🟢, 1 🔵, 1 🟡 or 1 🟠 (choose one).
 - > The opportunity to **control pirates** (see the next page).
- Determine the order:** The active player moves their empire token from its current column on the order tracker to the first empty slot in the opposite column. This will determine the player order for the next round of the game.



The empire token is moved to the other column.

- Refresh:** The active player performs the following:
 - Ready all their flipped influence tokens.



- Ready all their flipped cards.

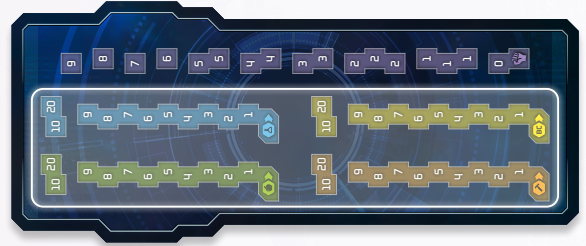


- Ready all their 🟡 (remove their state tokens).



- Takes their empire action card and basic action cards back into their hand.

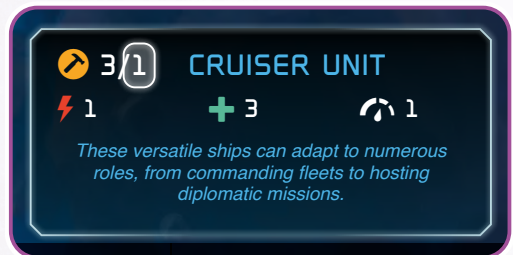
- Generate resources:** The active player receives resources as indicated by the income trackers on their resource board.



Income trackers

Any abilities or traits that need to be resolved during the management stage are resolved at this step.

Additionally, during this step, all pieces that are on the active player's empire board are recycled into 🟡. For every scrapped piece, receive 🟡 equal to its recycle value (page 46), then remove the piece from the empire board.



When this 🟡 is recycled, the active player gains 1 🟡.

- Resolve diplomats:** If any diplomats are in play that need to be resolved or removed after this player passes, the player resolves them (in any order they choose).
- Manage the unrest:** The active player discards resources indicated by their current unrest level. If the player does not have enough resources, they discard as much as they can.



The unrest level

- 7. **Complete missions:** The player checks if they meet the conditions for completing any public missions. The player can complete as many missions as they like during this step.
- 8. **Choose or discard mission:** Depending on the current game round, *the last player* who passes during the round either adds or removes a public mission card.

After these steps are finished, the player's activation ends.

: CONTROLLING PIRATES

The *first player* who passes during the round controls the pirates.

During the management stage, this player performs the following actions:

- > If the pirate base is still in the game, place a new pirate raider unit in the system with the pirate base.
- > After that, the player may skip this step or choose 1 system with pirate raider units to either:
 - > move all pirate raider units here to a system with a jump point on both sides of the shared border.
 - > use all pirate raider units here to attack a system with a jump point on both sides of the shared border. **IMPORTANT!** Pirate raider units cannot attack systems controlled by the active player.



: COMPLETING MISSIONS

During the management stage, the active player checks to see if they have met the completion conditions of any available *public missions*. If they do, they take their empire token from the completed mission card and place it on their empire board. In addition to taking their empire token back, *the first player* to complete a card's public mission takes another player's empire token from that mission card as a **captured token**. A player whose empire token has been captured from a mission card can no longer complete that mission.

: CHOOSING OR DISCARDING MISSIONS

The *last player* to pass in a given round performs the following action:

- > If fewer than half of the game rounds have been completed (+👤), the active player draws two mission cards, chooses one to place on the table, and discards the other one. After that, every player puts one of the empire tokens from their supply (not their empire board) on the new card. Starting with the next round, players will be able to complete this card's *public missions* during their management stage. The *secret mission* part of this card should be ignored.
- > If at least half of the game rounds have been completed (-👤), the active player removes one of the mission cards in play. All empire tokens that are still on that card are also removed from the game.



OTHER RULES

PIECES IN STAR SYSTEMS

During the game, players will conquer many star systems. Those star systems can be improved by placing the following pieces in them:

- > Planetary buildings 🏢
- > Orbital buildings 🌌
- > Units 🛸
- > Populations 🧑

: PLANETARY BUILDINGS

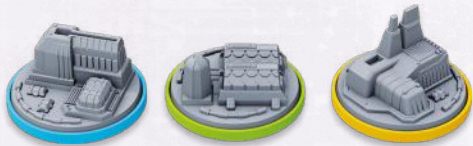
Planetary buildings portray various buildings constructed on the surface of the planet and are represented by the 🏢 icons and plastic models.

Whenever a 🏢 is created in or removed from a system, a player must place or remove an associated model in or from one of the system's planetary slots.

PLANETARY LIMITS

Unless stated otherwise, every system can contain up to 2 🏢. A system cannot have two identical 🏢. If the model of a 🏢 is unavailable, it cannot be constructed.

IMPORTANT: 2 🏢 unlocked in the same tech branch are treated as 2 different 🏢. For example, a system can have both an "Automated Factory" and a "Robo Mining Plant."



Planetary building's models



Planetary slots

: ORBITAL BUILDINGS

Orbital buildings portray various buildings constructed in the orbit of the local star. They are represented by the 🌌 icons and plastic models.

Whenever a 🌌 is created or removed from a system, a player must place or remove an associated model in one of the system's orbital slots.

ORBITAL LIMITS

Most systems can contain 1 🌌. If the model of a 🌌 is unavailable, it cannot be constructed.



Orbital building's models



Orbital slot

: BASIC TERMS — SYSTEM UNDER CONTROL


A system is under a player's control when that player has at least one 🛸 or 🌌 in that system.


: BASIC TERMS — OWNING THE SYSTEM

A player owns a system when that player has at least one 🧑 in it.


A player who owns a system marks it by placing their empire flag on it. A player can only own 6 systems: the number of empire flags they have. When a player wants to obtain a new system but has no empire flags left, they can always remove the flag from one of their current possessions (effectively disowning it) and place it on the new system. In this case, remove all 🧑 from the system from which the flag was removed.

: UNITS



Units portray various spaceships located in the system and are represented by the  icons and plastic models.


Whenever a  is created, moved, or removed from a system, a player must mark it by placing or removing an associated model on one of the system's unit slots.

UNITS LIMITS

Star tiles have 9 unit slots, divided into 3 groups. Every  occupies the number of unit slots depending on its type:

- > **Frigate unit:** 1 unit slot
- > **Cruiser unit:** 2 unit slots
- > **Titan:** 3 unit slots
- > **Doom star:** 3 unit slots

A  can only be placed (through any means) in a unit slot group with enough unoccupied unit slots to accommodate it.  in the system may be moved into different unit slots within the system to create enough space to fit a newly placed unit.

If a  model is unavailable or cannot be made to fit into a unit slot group, it cannot be constructed.





Unit's models



Unit slots

: POPULATIONS







Populations portray citizens of an empire. They are represented by the  icons, and by the numeric values on 4-sided dice placed on the star tiles.

To indicate a  being created, moved to, or removed from a system, a player must change the value of the associated population dice (or remove it entirely).




Population dice

Populations are divided into three professions: farmers, scientists, and workers. These are represented as such, and increase income like this:

- > **Farmers** () are represented by green dice placed on the green slots. Every farmer increases  by 1.
- > **Scientists** () are represented by blue dice placed on the blue slots. Every scientist increases  by 1.
- > **Workers** () are represented by orange dice placed on the orange slots. Every worker increases  by 1.

POPULATION LIMITS

When the number of farmers, scientists or workers in a system is increased, it cannot be increased above its planet's respective **population limit**.



Numerous effects can alter the population limits, but they can never exceed 4 or be reduced below 0. If, for whatever reason, population limits are changed,  already present in the system is not affected.

The base population limits can be found on planet tiles.





According to these population limits, planet Cryslon can accommodate 0 farmers, 1 scientist, and up to 3 workers.

MOVING POPULATION

If any effect allows a player to move a  between systems, that player may freely change the profession of the moving  during the transition. The player must respect the population limits of the system moved to.

TERRAFORMING

Unlocking terraforming milestones increases the population limits of some planets. Icons below the planet's population limits indicate an increase in the population limit provided by each terraforming technology.

- >  **Terraforming:** The limit of the specific  profession is increased by 1 per icon when the owner of this system unlocks the "terraforming" milestone.

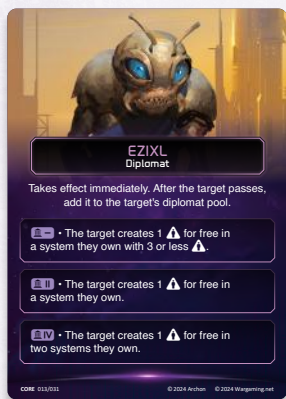
- > **Advanced Terraforming:** The limit of the specific profession is increased by 1 per icon when the owner of this system unlocks the “advanced terraforming” milestone.



This planet can accommodate only 2 and 2 . For players who unlocked “terraforming,” it can accommodate 2 additional . For players who unlocked “advanced terraforming,” it can accommodate 1 as well.

DIPLOMATS

Diplomats allow players’ empires to interact with each other in a civilized manner. Each player starts the game with one basic diplomat. Other diplomats can be acquired during the game by performing the “Hire a New Diplomat” or “Capture a Diplomat” diplomacy effects.



Diplomat cards

: DIPLOMAT POOL

Whenever a player acquires a diplomat, that diplomat is added to their **diplomat pool**. This diplomat pool should be placed next to their empire board face down. A player should not be able to see cards in the diplomat pools of other players but is always allowed to look at their own. Every player can have *up to 5 cards in their diplomat pool*. If a player is at this limit and receives a new diplomat, they *must immediately discard one card* from their diplomat pool.

: INITIATOR AND TARGET

The player who traded away a diplomat as part of a trade deal is called the **initiator** of that diplomat. The player who has a diplomat in play is called the **target** of that diplomat.

: DIPLOMATS’ ABILITIES

Every diplomat has special abilities that could be activated when it is in play.

Diplomats are divided into two groups:

- > **Standard Diplomats:** Their abilities benefit the target.
- > **Spies:** Their abilities benefit the initiator at the cost of the target.

A diplomat card indicates when it takes effect. Diplomat abilities each have a different government technology requirement that must be met by *either the target or the initiator* for it to be eligible. When a diplomat takes effect, resolve its eligible ability with the highest requirement.



This diplomat has 3 abilities. The first (tier 0) ability does not require anything and is eligible from the beginning of the game. The second ability is eligible after the initiator or the target of that diplomat reaches tier 2 of the government technology branch. The last one is eligible after the initiator or the target of that diplomat reaches tier 4 of the government technology branch.



: DIPLOMATS IN PLAY

After diplomats are exchanged in a trade deal, their cards are placed on the table in front of their *targets*. Those diplomats are now *in play*. They stay in play until the point mentioned on the card is reached or until removed from the table. Diplomats in play are not in anyone's diplomat pool. To keep track of the diplomat's initiator, one of their diplomacy tokens is placed on the diplomat card as part of a trade deal. If the player has no more diplomacy tokens left, they cannot offer diplomats in trade.

Some abilities are in effect as long as the diplomat remains in play. Refer to the diplomat's card to see how long it should remain in play.



This diplomat remains in play until it is captured.

Some diplomats' abilities are not resolved immediately, but they are under some other circumstances specified by the card. In that case, the diplomat is removed from play when their ability is resolved.



This diplomat's ability will be resolved after the target passes.



COMPONENT DETAILS

EMPIRE BOARD (PLAYER SIDE)

Empire boards contain the following pieces of information about the empire:

1. Image
2. Name
3. Home planet (page 14 — setup)
4. Starting resources and tech branch (page 15 — setup)
5. Empire Icon
6. Special abilities
7. Basic invasion effect (page 30)
8. Basic combat effect (page 26)
9. Income ability
10. Adaptations (page 32)
11. Units (page 23 — flight, page 26 — combat, page 34 — construction)
12. Technology tree (page 35)


SPECIAL ABILITIES

Every empire has a few special abilities that can be used during the game to gain an advantage over the competition. The effects of these abilities may vary greatly, depending on the chosen empire.

LIBERATION: When you a system under your influence, gain 1 extra in every combat roll.

FEDERATION BUILDER: Your influence tokens may be used by the owner of the system they are in, as well as by yourself. At the end of a turn in which another player uses your influence token, it is immediately refreshed.

The Republic of Sol has two special abilities: Liberation and Federation Builder.

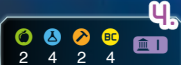


1


2. **THE REPUBLIC OF SOL**

3. HOME PLANET: EARTH

4



5



6. **FEDERATION BUILDER:** Your influence tokens may be used by the owner of the system they are in, as well as by yourself. At the end of a turn in which another player uses your influence token, it is immediately refreshed.

7. **INVASION:** → 1 OR Remove 1

8. **COMBAT:** → 1

9. **INCOME:** +1 for each system you own with at least 3

10. **ADAPTATION:** —

11

1/0 **FRIGATE UNIT**

1 1 2

Frigates are the backbone of every fleet, providing swift and reliable escorts for high-value targets and critical missions.

11

3/1 **CRUISER UNIT**

1 3 1

These versatile ships can adapt to numerous roles, from commanding fleets to hosting diplomatic missions.

11

5/2 **TITAN**

4 2 1

AMBASSADOR: The diplomacy effects "Spread Influence" and "Replace Influence" can be used in this or linked systems.

11

12/3 **DOOM STAR**

5 5 1

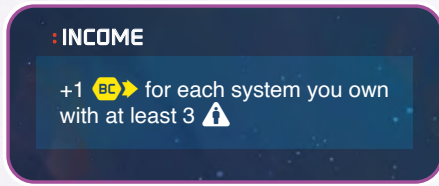
IMPRESSIVE: When this moves into a system, you can replace the influence token in that system with yours.

12

	Biology & Chemistry	Physics	Engineering	Government
V	-6 +2	UDP	UDP	UDP
IV	-5	Advanced Terraforming	Four Dimensional Debate	Superior Diplomats
III	-4 +1	Industrial Farming, TCP	Science Prize, TCP	Trade Port, TCP
II	-3	Terraforming	Database	Global Manufacture
I	-2	Hydroponic Farm, HTTP	Research Laboratory, HTTP	Automated Factory, HTTP

INCOME ABILITY

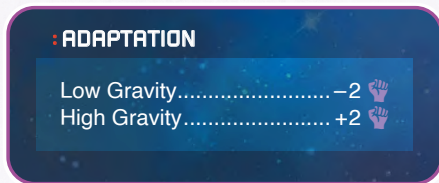
Every empire has an income ability that increases its resource income. The effects of this ability may vary greatly, depending on the chosen empire.



The Republic of Sol's income ability.

ADAPTATIONS

Some empires have adaptations that increase or decrease the amount of received when colonizing specific types of planets. Those effects may vary greatly, depending on the chosen empire.

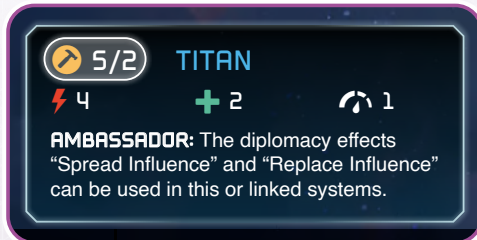


The Psilons Qunta's adaptations.

UNIT SPECIFICS

in the game are described with the following statistics:

- > **Cost:** The amount of a player must pay to construct this unit.
- > **Recycle Value:** The amount of a player reclaims after the unit is recycled during the management stage.



A titan's price is 5 , and when it is recycled, it provides 2 .

- > **Firepower** : The number of dice this adds to a combat or invasion roll.
- > **Hull Points** : The number of damage points required to destroy this .
- > **Speed** : The maximum number of jumps between linked systems this can make during a single action.
- > **Special:** Any special abilities of that . If two or more with the same special ability participate in combat, and the ability does not state it can only be used once per combat, it can be used once per with that ability.

All under the players' command belong to one of four classes:

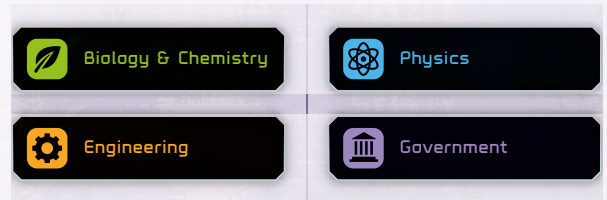
- > **Frigates:** The models of these consist of many small ships and are placed on small bases.
- > **Cruisers:** The models of these consist of two ships and are placed on medium bases.
- > **Titan:** The models of these consist of one large ship and are placed on large bases.
- > **Doom Star:** The models of these consist of one massive ship and are placed on large bases.



Units of the Sol Republic. Starting from the left: cruiser unit, doom star, titan, and frigate unit.

TECHNOLOGY TREE

The technology tree consists of four trackers, each representing one of the available technology branches. When players upgrade one of their technology branches, they move an acrylic cube along that branch to indicate its current tier.



The technology tree is divided into four branches.





To the left of each row of the tree is the cost in the player must pay to advance a technology branch to this tier, and the number of the player receives after advancing. Each cell of the tree contains information about the milestone the player unlocks by reaching this tier.







Upgrading a technology branch to this tier costs 4 and provides 1 .

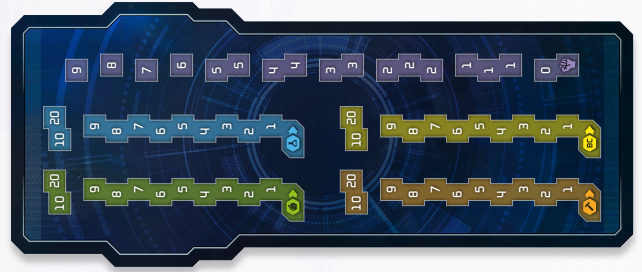
Milestones with the icon allow players to construct the new buildings specified. Milestones with an empire icon are unique to each empire. Their detailed description can be found on their empire's player aid.

COMMON MILESTONES:



- > **I Hydroponic Farm:** The player can construct hydroponic farms in their systems.
- > **II Terraforming:** Every  icon on a planet tile increases the corresponding population limit by 1.
- > **III Soil Enrichment Facility:** The player can construct soil enrichment facilities in their systems.
- > **IV Advanced Terraforming:** Every  icon on a planet tile increases the corresponding population limit by 1.
- > **I Research Laboratory:** The player can construct research laboratories in their systems.
- > **II Database:** The player increases the limit of their developed technologies by 2 (the base limit is 6).
- > **III Astro University:** The player can construct astro universities in their systems.
- > **IV Advanced Database:** The player increases the limit of their developed technologies by a further 2 (the base limit is 6).
- > **I Automated Factory:** The player can construct automated factories in their systems.
- > **II Jump Drive:** The player considers two adjacent systems linked if there is at least one jump point on their shared border.
- > **III Robo-Mining Plant:** The player can construct robo-mining plants in their systems.
- > **IV Advanced Jump Drive:** The player considers two adjacent systems linked, regardless of jump points.
- > **I Spy Center:** The player can construct spy centers in their systems.
- > **II Better Diplomats:** The player can use  effects of diplomats.
- > **III Trade Port:** The player can construct trade ports in their systems.
- > **IV Superior Diplomats:** The player can use  effects of diplomats.
- > **I HTTP:** The player can construct HTTP in their systems.
- > **III TCP:** The player can construct TCP in their systems.
- > **V UDP:** The player can construct UDP in their systems.

RESOURCE BOARD

An additional board that keeps track of players' , , , and . Every change in those incomes must be marked on the income trackers using acrylic cubes.



UNREST TRACKER

Part of the resource board that keeps track of the  in a player's empire. The unrest model moves up when  is raised and down when it is lowered.



The numbers on the tracker represent the unrest level. During the management stage, the player must discard a number of resources indicated by their current unrest level.

ORDER TRACKER

This board helps players track the turn order and round number. All players have one of their empire tokens on one of the tracks in the slots marked with Roman numerals. During the round, players will resolve their turn in the order indicated by the tracker.



STAR TILES

A tile representing a single star.



Star tile



On the rim of the tile are symbols of jump points that determine whether the system is linked to the adjacent system on the other side of that shared border.



Jump point

Additionally, on some of those tiles, there are spots where the following elements can be placed:

- > Population dice
- > A planet tile
- > A discovery tile
- > Unit models
- > Building models

A system with this symbol  has a wormhole. It is linked to all systems with a , even if they are not adjacent.

All star tiles have a system ID number. You can normally ignore this. It is used to decide how Automa acts.













ID number

PLANET TILES



Planet tile

A tile representing the most hospitable planet in the star system. On the planet tiles, the following pieces of information can be found:

1. The planet's name
2. The planet's environmental trait
3. The planet's image
4. The number of victory points the player who owns this planet receives at the end of the game.
5. The amount of  the player who colonizes this planet receives.
6. Farmer  capacity. Indicates how many farmers can be placed in that system.
7. Scientist  capacity. Indicates how many scientists can be placed in that system.
8. Worker  capacity. Indicates how many workers can be placed in that system.
9. Terraforming icons.
 - > **Terraforming** : The limit of the specific  profession is increased by 1 for every  icon if the player controlling this system has unlocked the "terraforming" milestone.
 - > **Advanced Terraforming** : The limit of the specific  profession is increased by 1 for every  icon if the player controlling this system has unlocked the "advanced terraforming" milestone.


PLANETS' TRAITS


Low Gravity: This planet has a low gravity.

High Gravity: This planet has a high gravity.

Low Temperature: This planet has a low temperature.

High Temperature: This planet has a high temperature.

Protected by a Space Eel: Place a space eel model in this system. The  that discovered the system can either stay here and fight or immediately perform a retreat move.

Protected by the Guardian: Place the guardian model in this system. The  that discovered the system can either stay here and fight or immediately perform a retreat move.

DISCOVERY TILES

Discovery tiles represent the nonstandard properties of a star system. The icons on every tile provide information on its effects.



Discovery tile

THE LIST OF DISCOVERY TILE ICONS:




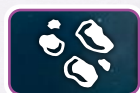
Pirates: Place a pirate raider unit in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.



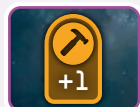
Space Eel: Place a space eel model in this system. The fleet that discovered the system can either stay here and fight or perform a retreat move.




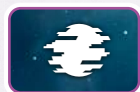
Micro Wormhole: This system has a micro wormhole. It and the system with the  are linked, even if not adjacent. A system with Orion always has this property.



Asteroid Field: This system has an asteroid field other effects may interact with.




Working Conditions: This system has its base  limit changed by the number in this icon.




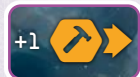
Electromagnetic Anomaly: Place anomaly tokens in this system. The number next to the icon indicates how many tokens must be placed.




Seagrass: The player who owns this system gains one extra .




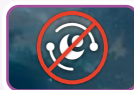
Gold: The player who owns this system gains one extra .




Dark Quartz: The player who owns this system gains one extra .




Artifacts: The player who owns this system gains one extra .




Gravity Waves:  cannot be constructed in this system.




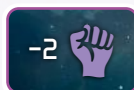
Small World:  cannot be constructed in this system.




Stable Orbit: 1 Additional  can be constructed in this system. This tile functions as an additional orbital slot.




Large World: 1 Additional  can be constructed in this system. This tile functions as an additional planetary slot.




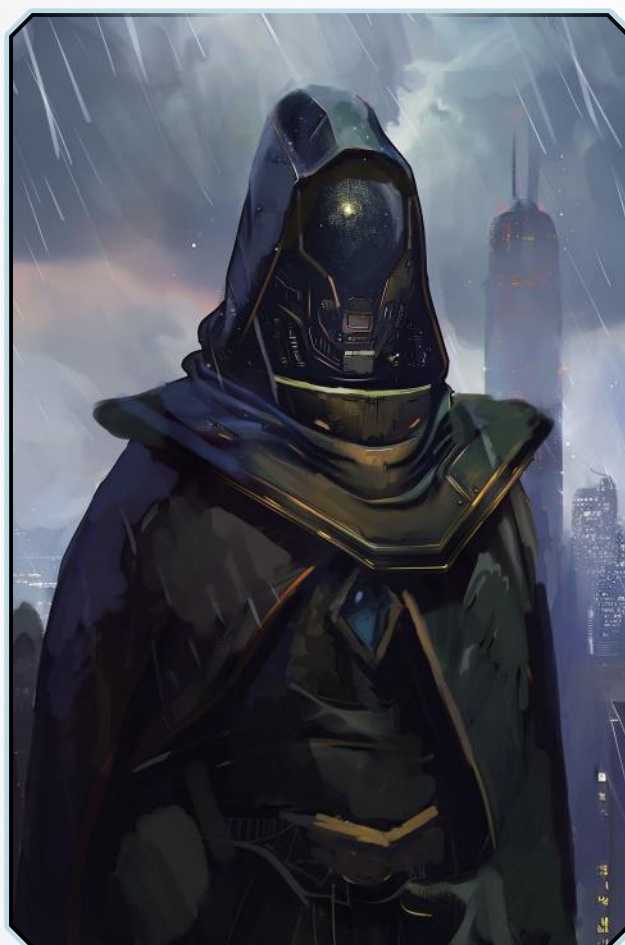
Local Fauna: The  resulting from colonizing this system is modified by the number next to the icon, to a minimum of 0.



Monumental: Owning this system provides 2 additional  at the end of the game.



Wasteland: Owning this system provides no  at the end of the game.



TECH CARDS

Every tech card is divided into the following two sections:

1. Action Section,
2. Technology Section.



Biotechnology can be developed after the player upgrades their Biology & Chemistry technology branch to tier 2.

The action section is a group of icons located in the top right corner of the card. It gives information on what actions can be performed when the card is played during an action phase.

The technology section takes up the rest of the card. It provides information on the effects the card will have once the tech is developed, as well as on the technology branch tier required to develop it.

Some cards include keywords:

- > **Shield:** This card is a shield technology.
- > **Armor:** This card is an armor technology.
- > **Invasion:** This card can only be used during the invasion roll.
- > **Combat:** This card can only be used during the combat roll.
- > **Diplomacy:** This card can only be used during the diplomacy roll.
- > **Free Action:** This card must be used as a free action.

Cards with this icon: ⬇️ can only be used once per round.

⬇️: DEVELOPED TECHNOLOGIES LIMIT

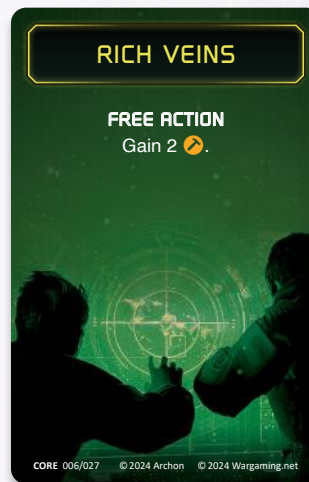
The maximum number of developed technologies the player can have is equal to 6 (this limit can be increased through research). Basic technologies count towards this limit.

Before developing a new technology, any of the player's already developed technologies (including basic ones) may first be discarded.

ANOMALY CARDS

Anomaly cards represent wonders that can be found while exploring distant star systems.

The description of an anomaly card states when and how the card can be played. If the description of an anomaly card includes the 'Free Action' keyword, the active player can only play it as a *free action* during their turn. All these cards are treated as different free actions. An anomaly card must be discarded after it is used.



Anomaly card.

MISSION CARDS

Mission cards provide methods of acquiring 🏆. These cards are divided into two sections:

- > **Public mission:** If the mission card is open on the table, only this part of the card matters. Players complete these missions during the management stage.
- > **Secret mission:** If the mission card was chosen during the game setup and is in a player's hand, only this part of the card matters. Those missions are resolved at the end of the game.



Mission card

DIPLOMAT CARDS

Diplomat Cards represent diplomats that a player's empire can hire. They provide the following pieces of information:



1. Image
2. Name
3. Traits
4. Description. Details on when the diplomat's abilities take effect and when the diplomat is removed from play.
5. Abilities. A list of abilities that can be used during a trade deal, together with their requirements — the minimum tiers of the government technology branch *the initiator or the target* must have to use them. A diplomacy token of a diplomat's initiator is placed on the card by the player to keep track of its effect.



Diplomat card

UNITS & BUILDINGS



HYDROPONIC FARM

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 1. The income is lost if the building is destroyed or removed.

  2





SOIL ENRICHMENT FACILITY

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 2. It can only be constructed in a system with a Hydroponic Farm (even if it is created for free or by an effect that ignores milestone requirements). Replaces the Hydroponic Farm. The income is lost if the building is destroyed or removed.

  2





RESEARCH LABORATORY

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 1. The income is lost if the building is destroyed or removed.

  2





ASTRO UNIVERSITY

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 2. It can only be constructed in a system with a Research Laboratory (even if it is created for free or by an effect that ignores milestone requirements). Replaces the Research Laboratory. The income is lost if the building is destroyed or removed.

  2





AUTOMATED FACTORY

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 1. The income is lost if the building is destroyed or removed.

  2



ROBO MINING PLANT

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 2. It can only be constructed in a system with an Automated Factory (even if it is created for free or by an effect that ignores milestone requirements). Replaces the Automated Factory. The income is lost if the building is destroyed or removed.

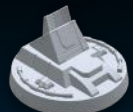
  2





SPY CENTER

The player who constructed this building readies up to 2 of their flipped influence tokens. Players who don't own the system with this building must spend 3 extra value of dice to use the diplomacy effect "Replace Influence" in this system.

  1



TRADE PORT

The player who constructed this building gains 1  at the end of the action. The player who owns the system with this building has their  increased by 1. The income is lost if the building is destroyed or removed.

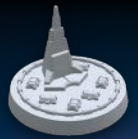
  2



I HTTP (*Hyperplanar Transfer Tracking Premises*)

At the end of the game, the player who owns a system with this building gains 1 🌟.

🏠 1 🌱 1 🧑 1 🛠️ 1 📊 1



III TCP (*Transponder Control Plant*)

At the end of the game, the player who owns a system with this building gains 2 🌟. It can only be constructed in a system with an HTTP (even if it is created for free or by an effect that ignores milestone requirements). Replaces the HTTP. When the player constructs TCP for the first time, they draw 2 mission cards, keep 1 of them, and discard the other. That mission functions as their additional secret mission.

🏠 3 🌱 3 🧑 3 🛠️ 3 📊 3



V UDP (*Ultraplantar Dimorphic Prospector*)

At the end of the game, the player who owns a system with this building gains 3 🌟. It can only be constructed in a system with a TCP (even if it is created for free or by an effect that ignores milestone requirements). Replaces the TCP. When the player constructs UDP for the first time, they draw 2 mission cards, keep 1 of them, and discard the other. That mission functions as their additional secret mission.

🏠 5 🌱 5 🧑 5 🛠️ 5 📊 5



OUTPOST

Participates in combat.

👁️ 1 ⚡ 2 + 2 🛡️ -



BATTLE STATION

Participates in combat. It can only be constructed in a system with an Outpost (even if it is created for free). Replaces the Outpost.

👁️ 2 ⚡ 3 + 4 🛡️ -



PIRATE RAIDERS

COMBAT · Gains 1 ⚡ if their enemy has an unrest level of 2 or higher.

REWARD: 1 📊

⚡ 1 + 1 🛡️ 1

4+ → 1 ✨



SPACE EEL

REWARD: 3 🧑

⚡ 2 + 4 🛡️ 1

5+ → 2 ✨



PIRATE BASE

REWARD: 3 📊, 3 🧑, 1 🌟

👁️ ⚡ 3 + 4 🛡️ -

4+ → 1 ✨



THE GUARDIAN

COMBAT · After a combat roll, the player must re-roll all their dice with a value of 5 or higher, once.

REWARD: 6 🧑, 3 🌟

⚡ 3 + 6 🛡️ -

3+ → 3 ✨



INDEX

A		F		R	
Action Phase	18	Farmer	8, 42	Ready	24
Active Effect	26	Fleet	8	Research	35
Anomaly Card	9, 50	Flight	23	Research Point	8
Anomaly Token	32	Food	8	Resource Board	47
Attack	25	Forced Labor	20, 21	Retreat Move	27
Attacker	26	Free Action	18, 20		
B		G		S	
Basic Combat Effect	26	Growth	32	Scientist	8, 42
Basic Diplomacy Effect	36			Scoring	20
Basic Invasion Effect	30	I		Special Ability	45
Building	8	Influence Token	8, 37	Standard Action	18, 22
C		Initiator	43	Standard Game	10
Casualties Phase	27	Invasion	30	Star System	6
Colonizing	32	Invasion Effect	30	Star Tile	6, 48
Combat	26	Invasion Roll	26, 30	System Under Control	41
Combat Effect	26	J		T	
Combat Roll	26, 27	Jump	23	Target	43
Construction	34	Jump Drive	23, 47	Tech Card	9, 22, 50
Credit	8	Jump Point	12, 23, 48	Technology Tree	35, 46
D		M		Terraforming	42, 43, 47
Damage Phase	27	Management Stage	20, 39	Test	26
Decision Card	10	Milestone	35, 47	The Galaxy	6
Defender	26	Mission	40	Trade Deal	20, 22
Developed Technologies	22	Mission Card	9, 51		
Diplomacy	36	O		U	
Diplomacy Roll	26, 36	Objective Card	10	Undiscovered System	24
Diplomat Card	9, 51	Orbital Building	8, 41	Unit	7, 42, 46
Diplomat Pool	43	Orbital Slot	41	Unit Slot	42
Diplomats	20, 43	Order Tracker	47	Unrest	9, 20
Diplomats in Play	44	Orion	25	Unrest Tracker	47
Discovery Tiles	7, 49	Overcharged	24		
Draft	19	Owned System	41	V	
Draft Phase	18	P		Victory Points	6
E		Passive Effect	26	W	
Empire	7	Pieces	7	Worker	8, 42
Empire Board	7, 45	Pirates	40	Wormhole	23
Empire Flag	8	Planet Tiles	7, 48		
Environment	32	Planetary Building	8, 41		
Epic Game	10	Planetary Slot	41		
Exhausted	24	Planets' Traits	48		
Exploration	32	Player's Hand	18		
		Population	32, 42		
		Population Dice	8		
		Population Limit	42		
		Production	8		

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Required Tech
Branch & Tier

BUILDINGS

Name

Special

Type & Cost


Statistics

OUTPOST

Participates in combat.

1

2 + 2 -



Model

NEUTRAL UNITS

Name

Special


Reward

Statistics


Combat Effect


PIRATE RAIDERS

COMBAT - Every pirate raider gains 1 ⚡ if their enemy has an unrest level of 2 or higher.

REWARD: 1 










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4+ → 1 











Model


RESOURCES:

-  Food
-  Food Income
-  Research Point
-  Research Point Income
-  Production
-  Production Income
-  Credit
-  Credit Income
-  Any resource






ACTIONS:

-  Growth
-  Research
-  Construction
-  Diplomacy
-  Flight
-  Invasion
-  Attack
-  Exploration






POPULATION:

-  Farmer
-  Scientist
-  Worker
-  Population

TECHNOLOGY BRANCHES:

-  Biology & Chemistry
-  Physics
-  Engineering
-  Government
-  Any branch




FLEET & BUILDINGS:

-  Unit
-  Unit Exhausted
-  Unit Overcharged
-  Planetary Building
-  Orbital Building

MAP OBJECTS:

-  Wormhole
-  Micro Wormhole
-  Anomaly
-  Asteroids
-  Discovery
-  Orion

ENEMIES:

-  Pirate Raiders
-  Space Eel
-  The Guardian

OTHER:

-  Firepower
-  Damage
-  HP
-  Shield
-  Speed
-  Unrest
-  Victory Point
-  Dice
-  Card Limit
-  Mission Card
-  Terraforming
-  Advanced Terraforming
-  Once Per Round
-  Invasion Success